

A Modified Blue Club System

When deciding on a bidding system for Contract Bridge it is interesting to ask the question "What is the best bidding system?". Clearly there isn't one otherwise everybody would be using it. Yet it is instructive to ask "What makes a good bidding system?". Since Bridge is a partnership game then a good system must surely be one in which both partners are in clear agreement over the meaning of the various bids. Any system must, of course, be legal in the sense that it conforms to the rules of the governing association (WBF, EBU, etc). The object of any bidding system is, for most bids, to convey information relating to the strength and suit distribution of the bidding hand to partner. Strength is usually measured by use of the Milton Work point count (4-3-2-1 for A-K-Q-J) whereas distribution refers to the general or sometimes specific shape of the hand by indication of the number of cards in one or more of the four suits. Generic shape will be indicated by combinations such as 4-4-3-2 or 5-3-3-2 etc, whereas specific shape will be indicated by the number of cards in each suit in the order spades : hearts : diamonds : clubs, for example 2:2:5:4. Hands are frequently described as balanced (any 4-3-3-3, 4-4-3-2 or 5-3-3-2 shape) or unbalanced (any other shape).

Each of the 635013559600 possible bridge hands will contain between 0 and 37 high card points (HCP), be one of 39 generic shapes and one of 560 specific shapes. Clearly some shapes occur far more frequently than others. In fact hands where the longest suit is either 4, 5 or 6 cards constitute over 95% of the total possible hands. Since the number of possible bids is very small (for example, there are only 36 possible opening bids) compared to the number of possible hands and to the number of possible generic shapes then most bids, particularly opening bids, need to convey as much information as possible regarding the HCP and shape of the bidding hand. The scoring system in Bridge has a built bias in that no-trump contracts rate higher than major suit contracts (spades and hearts) which in turn rate higher than minor suit contracts (diamonds and clubs). Any Bridge bidding system, therefore, should take account of these previously mentioned issues.

Of the many bidding systems in existence some are termed "natural" and others "artificial" but in reality most systems have elements which are artificial. Pete Prince has been fortunate in having a regular partner, Alan Lester, who has been willing to help develop a system with which we both are happy. Having studied many of the existing systems we decided on a Modified Blue Club (MBC) system which adopts elements of the system as described in "The Blue Club" by Garozzo and Yallouze, 1969 with the adopted elements being the opening bids of 1♣, 2♣, 2♥ and 2♠. The system uses 5-card majors via the 1♥ and 1♠ opening bids, together with a weak 1NT opening bid and a 2♦ opening bid which mirrors the 2♣ bid. The 1♦ opening bid is then utilised for several of the remaining possibilities. It should be noted that it is perfectly possible to employ a strong 1NT opening bid by modification of the 1♦ opening bid possibilities.

Opening Bids in the MBC System				
	Shape	11-14 HCP	15-16 HCP	17+ HCP
Longest suit 4 cards	4-4-4-1	1♦	1♦	1♦
	4-4-3-2 or 4-3-3-3	1NT	1♦	1♣
Longest suit 5 cards	5-3-3-2 and a 5-card major	1NT	1♥/1♠	1♣
	5-3-3-2 and a 5-card minor	1NT	1♦	1♣
	With a 5-card major and any other shape	1♥/1♠	1♥/1♠	1♣
	With a 5-card minor and any other shape	1♦	2♣/2♦	1♣
Longest suit 6 Cards	With a 6-card major and any shape	1♥/1♠	1♥/1♠	1♣
	6-3-3-1 or 6-3-2-2 with a 6-card minor	2♣/2♦	2♣/2♦	1♣
	Any other shape with a 6-card minor	1♦	2♣/2♦	1♣

A number of conventions are used in the following text which describes the MBC system in more detail:

NF -- non-forcing

F -- forcing

GF -- game force

GI -- game invite

SI -- slam invite

S & T -- 4-card Stayman and major suit transfers

A minor-balanced hand -- a balanced hand which does NOT contain a 5-card major

Also it should be noted that the number of high card points (HCP) that are mentioned throughout the text are an approximate indication of the situation and the number will clearly be affected by hand distribution and suit quality. A fuller description of the MBC opening bids is:

- (a) **1♣**: 17+ HCP, artificial and forcing, any distribution but 4-4-4-1
- (b) **1♦**: 15-16 HCP, artificial, forcing and minor-balanced
or
11+ HCP, artificial, forcing and 4-4-4-1
or
11-14 HCP, artificial, forcing & unbalanced with longest suit ♣'s/♦'s (5+)
- (c) **1♥/♠**: 11-16 HCP, 5+ suit and unbalanced if 11-14 HCP
- (d) **1NT**: 11-14 HCP and balanced
- (e) **2♣/♦**: 11-16 HCP and 6+ suit and no other 4+ suit
or
15-16 HCP and 5+ suit and another 4+ suit
- (f) **2♥/♠**: 6-10 HCP, 6+ suit and usually denies a 4+ suit in the other major
- (g) **2NT**: 6-10 HCP with 5+ ♣'s and 5+ ♦'s
- (h) **3♣/♦/♥/♠**: 5-10 HCP, 7+ suit and 2 of AKQ
- (i) **3NT**: Solid 7+ minor suit
- (j) **4♣/♦**: NAMYATS which requests Responder to bid **4♥/♠**.
Opener has either:
A 7-card solid suit (AKQxxxx min) + outside ace
or
An 8-card semi-solid suit (AQJxxxxx/KQJxxxxx) + outside ace
or
An 8-card solid suit having no outside ace
- (k) **4♥/♠**: Pre-emptive, 8+ suit, facing a Pass from Partner

Responses to Opening Bids

(a) Responses to opening 1♣ (Ace = 2 controls and King = 1 control)

1♣-	= 17+ HCP, artificial and forcing, any distribution but 4-4-4-1
—1♦	= 0-5 HCP
—1♥	= 6+ HCP & < 3 controls (Forcing to 2NT unless Opener next bids 1NT)
—1♠	= 3 controls (GF)
—1NT	= 4 controls (GF)
—2♣	= 5 controls (GF)
—2♦	= 6 controls (GF)
—2♥	= 3-5 HCP, 6+ suit with 2 honours from A, K, Q or J (NF)
—2♠	= 3-5 HCP, 6+ suit with 2 honours from A, K, Q or J (NF)
—2NT	= 7 controls (GF)

Continuations over 1♦ response:

1♣-1♦-	= 17+ HCP and 0-5 HCP
—1♥	= 17-20 HCP, 5+ suit (NF)
—1♠	= 17-20 HCP, 5+ suit (NF)
—1NT-	= 17-20 HCP & minor-balanced (NF) (S & T apply)
—Pass	= 0-4 HCP and minor-balanced
—2♣-	= 4-card Stayman (non-promissory)
—2♦-	= Opener denies 4-card major
—Pass	= Responder has 5+ ♦'s and 0-4 HCP
—3♣	= Responder has 5+ ♣'s
—3♦	= Responder has 5+ ♦'s and 5 HCP
—2♥-	= Opener has 4 ♥'s and possibly 4 ♠'s
—Pass	
—3♣	= Responder has 5+ ♣'s
—3♦	= Responder has 5+ ♦'s
—2♠-	= Opener has 4 ♠'s but denies 4 ♥'s
—Pass	
—3♣	= Responder has 5+ ♣'s
—3♦	= Responder has 5+ ♦'s
—2♦	= Transfer to ♥'s (Promises 5+ ♥'s)
—2♥	= Transfer to ♠'s (Promises 5+ ♠'s)
—2♠	= Responder is balanced with 5 HCP
—2NT	= Responder has 4 ♥'s and 4 ♠'s with 5 HCP
—2♣	= 17-20 HCP, 5+ suit (NF)
—2♦	= 17-20 HCP, 5+ suit (NF)

1♣-1♦-

|—2♥-

|—2♠
|—2NT
|—3♣
|—3♦
|—3♥

|—2♠-

|—2NT
|—3♣
|—3♦
|—3♥
|—3♠

|—2NT-

|—Pass
|—3♣-

|—3♦-

|—3NT
|—4♣
|—4♦

|—3♥-

|—3NT
|—4♣
|—4♦

|—3♠-

|—3NT
|—4♣
|—4♦

|—3NT

|—3♦
|—3♥
|—3♠
|—3NT

|—3♣-

|—3♦
|—3♥
|—3♠
|—3NT
|—4♣-

|—any

|—3♦-

|—3♥
|—3♠
|—3NT
|—4♣
|—4♦-

|—any

|—3NT

= 17+ HCP and 0-5 HCP

= 21+ HCP, (F), 5+ suit

= 5+ ♠'s and < 3 ♥'s

= no 5-card suit and < 3 ♥'s

= 5+ ♣'s and < 3 ♥'s

= 5+ ♦'s and < 3 ♥'s

= 3+ ♥'s

= 21+ HCP, (F), 5+ suit

= no 5-card suit and < 3 ♠'s

= 5+ ♣'s and < 3 ♠'s

= 5+ ♦'s and < 3 ♠'s

= 5+ ♥'s and < 3 ♠'s

= 3+ ♠'s

= 21-23 HCP & minor-balanced, (NF) (S & T apply)

= To play - has nothing

= 4-card Stayman (non-promissory)

= Opener denies 4-card major and no 5+ minor

= To play

= Responder has nothing but long ♣'s

= Responder has nothing but long ♦'s

= Opener has 4 ♥'s and possibly 4 ♠'s

= To play

= Responder has nothing but long ♣'s

= Responder has nothing but long ♦'s

= Opener has 4 ♠'s but denies 4 ♥'s

= To play

= Responder has nothing but long ♣'s

= Responder has nothing but long ♦'s

= Opener denies 4-card major and has a 5+ minor

= Transfer to ♥'s (Promises 5+ ♥'s)

= Transfer to ♠'s (Promises 5+ ♠'s)

= Responder has 5+ ♣'s and 5+ ♦'s

= To play

= 21+ HCP, (F), 5+ suit

= 5+ ♦'s

= 5+ ♥'s

= 5+ ♠'s

= No 5+ suit and < 3 ♣'s

= 3+ ♣'s

= Game Force

= 21+ HCP, (F), 5+ suit

= 5+ ♥'s

= 5+ ♠'s

= No 5+ major and < 3 ♦'s

= nothing but long ♣'s

= 3+ ♦'s and no 5+ other suit

= Game Force

= 24+ HCP and minor-balanced (S & T apply)

Continuations over 1♥ response:

1♣-

|—1♥-

|—1♠-

|—1NT

|—2♣

|—2♦

|—2♥

|—2♠

|—2NT

|—1NT-

|—Pass

|—2♣-

|—2♦-

|—3♣

|—3♦

|—2♥-

|—3♣

|—3♦

|—2♠-

|—3♣

|—3♦

|—2♦-

|—2♥

|—2♠

|—2NT

|—4♥

|—2♥-

|—2♠-

|—3♥

|—2♠

|—2NT

|—3♣

|—3♦

|—3NT

|—2♣-

|—2♦

|—2♥

|—2♠

|—2NT

|—3♣-

|—Any suit

|—3NT

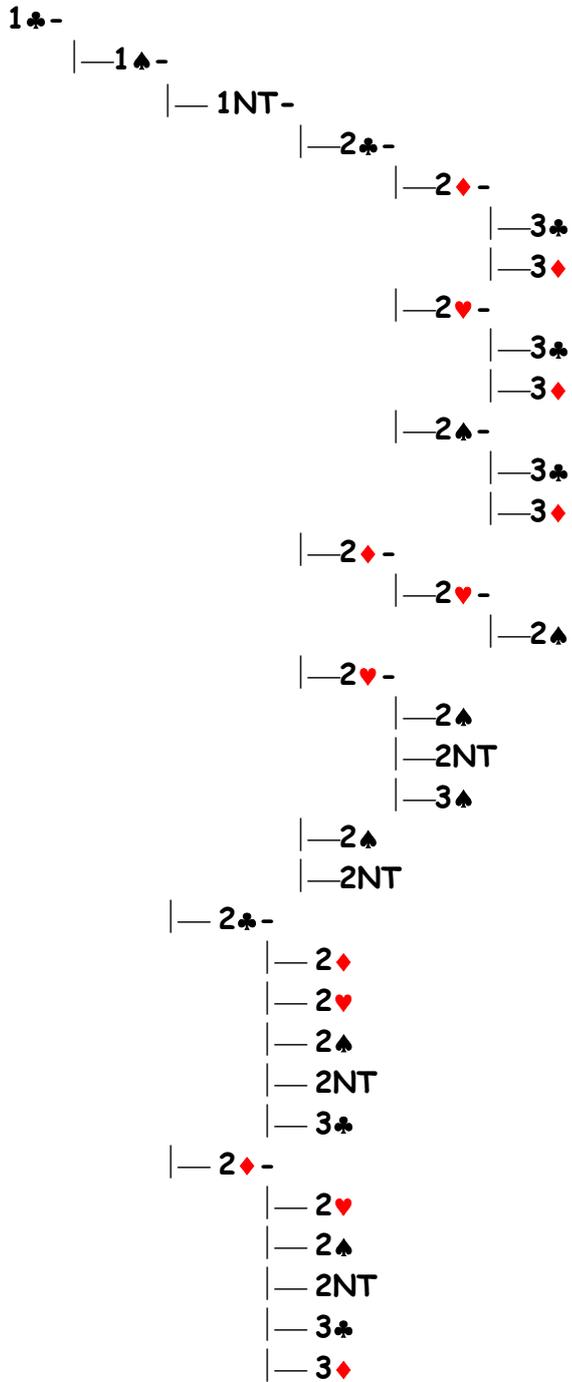
|—3NT

- = 17+ HCP, artificial and forcing
- = 6+ HCP and < 3 controls
- = 5+ ♠'s (Forcing to 2NT)
- = 6-7 HCP, no 5+ suit and < 3 ♠'s (F)
- = 5+ ♣'s and < 3 ♠'s (F)
- = 5+ ♦'s and < 3 ♠'s (F)
- = 5+ ♥'s and < 3 ♠'s (F)
- = 3+ ♠'s (F)
- = 8+ HCP, no 5+ suit and < 3 ♠'s (F)
- = 17-18 HCP & minor-balanced (NF) (S & T apply)
- = 6 HCP and no game interest
- = 4-card Stayman (non-promissory)
- = Opener denies 4-card major
- = Responder has 5+ ♣'s
- = Responder has 5+ ♦'s
- = Opener has 4 ♥'s and possibly 4 ♠'s
- = Responder has 5+ ♣'s
- = Responder has 5+ ♦'s
- = Opener has 4 ♠'s but denies 4 ♥'s
- = Responder has 5+ ♣'s
- = Responder has 5+ ♦'s
- = Promises 5+ ♥'s
- = Opener has 3+ ♥'s and 17-18 HCP
- = Opener has < 3 ♥'s but 4 ♠'s
- = Opener has < 3 ♥'s and < 4 ♠'s
- = Opener has 3+ ♥'s and 19+ HCP
- = Transfer to ♠'s (Promises 5+ ♠'s)
- = Responder has 5+ ♠'s and 4+ ♥'s
- = Responder has 5+ ♣'s and 5+ ♦'s
- = 7 HCP and no major interest
- = 5+ ♣'s (GF)
- = 5+ ♦'s (GF)
- = 8+ HCP and no major interest
- = natural, 5+ suit (Forcing to 2NT)
- = natural, 5+ suit (F)
- = natural, 5+ suit (F)
- = natural, 5+ suit (F)
- = 6-7 HCP and no 5+ suit (NF)
- = 6-7 HCP and 3+ ♣'s (NF)
- = Game Force
- = To play and denies a 4-card major
- = 8+ HCP and no 5+ suit

1♣-
 |—**1♥-**
 |—**2♦-**
 |—**2♥**
 |—**2♠**
 |—**2NT**
 |—**3♣**
 |—**3♦-**
 |—**Any suit**
 |—**3NT**
 |—**3NT**
 |—**2♥-**
 |—**2♠**
 |—**2NT**
 |—**3♣**
 |—**3♦**
 |—**3♥**
 |—**3NT**
 |—**4♥**
 |—**2NT-**
 |—**3♣-**
 |—**3♦**
 |—**3♥**
 |—**3♠**
 |—**3♦**
 |—**3♥**
 |—**3♠**

= 17+ HCP, artificial and forcing
 = 6+ HCP and < 3 controls
 = natural, 5+ suit (Forcing to 2NT)
 = natural, 5+ suit (F)
 = natural, 5+ suit (F)
 = 6-7 HCP & no 5+ suit except possibly ♣'s (NF)
 = 8+ HCP and 5+ ♣'s (GF)
 = 6-7 HCP and 3+ ♦'s (NF)
 = Game Force
 = To play and denies a 4-card major
 = 8+ HCP and no 5+ suit
 = natural, 5+ suit (Forcing to 2NT)
 = natural, 5+ suit and < 3 ♥'s (F)
 = 6-7 HCP, < 3 ♥'s & may have 5-card minor (NF)
 = 8+ HCP, < 3 ♥'s and 5+ ♣'s (GF)
 = 8+ HCP, < 3 ♥'s and 5+ ♦'s (GF)
 = 6-7 HCP and 3 ♥'s (NF)
 = 8+ HCP and < 3 ♥'s
 = 6-7 HCP and 4+ ♥'s or 8+ HCP and 3+ ♥'s
 = 19+ HCP & minor-balanced (GF) (S & T apply)
 = 4-card Stayman (non-promissory)
 = Opener denies 4-card major
 = Opener has 4 ♥'s and possibly 4 ♠'s
 = Opener has 4 ♠'s but denies 4 ♥'s
 = Promises 5+ ♥'s
 = Promises 5+ ♠'s
 = Responder has 5+ ♣'s and 5+ ♦'s

Continuations over 1♠ response:



- = 17+ HCP & any distribution but 4-4-4-1
- = 3 controls (GF)
- = 17+ HCP and balanced (S & T apply)
- = 4-card Stayman (non-promissory)
- = Opener denies 4-card major
- = Responder has 5+ ♣'s
- = Responder has 5+ ♦'s
- = Opener has 4 ♥'s and possibly 4 ♠'s
- = Responder has 5+ ♣'s
- = Responder has 5+ ♦'s
- = Opener has 4 ♠'s but denies 4 ♥'s
- = Responder has 5+ ♣'s
- = Responder has 5+ ♦'s
- = Transfer to ♥'s (Promises 5+ ♥'s)
- = Responder has 5+ ♥'s and at least 4 ♠'s
- = Promises 5+ ♠'s
- = Opener has 3+ ♠'s and 17-18 HCP
- = < 3 ♠'s
- = Opener has 3+ ♠'s and 19+ HCP
- = Responder has 5+ ♣'s and 5+ ♦'s
- = Responder has 4 ♥'s and 4 ♠'s
- = natural, 5+ suit
- = denies a 5+ suit and < 4 ♣'s
- = 4+ ♣'s
- = natural, 5+ suit
- = natural, 5+ suit
- = natural, 5+ suit
- = denies a 5+ suit and < 4 ♦'s
- = natural, 5+ suit
- = 4+ ♦'s

1♣-		= 17+ HCP & any distribution but 4-4-4-1
—1♠-		= 3 controls (GF)
—2♥-		= natural, 5+ suit
—2♠		= natural, 5+ suit
—2NT-		= denies a 5+ suit
—3♠-		= Opener has 5+ ♥'s and 4+ ♠'s
—3NT		= Responder has < 4 ♠'s
—4♥		= Responder has 3 ♥'s
—3♣		= natural, 5+ suit
—3♦		= natural, 5+ suit
—3♥		= 3+ ♥'s
—2♠-		= natural, 5+ suit
—2NT-		= denies a 5+ suit
—3♥-		= Opener has 5+ ♠'s and 4+ ♥'s
—3NT		= Responder has < 4 ♥'s
—4♠		= Responder has 3 ♠'s
—3♣		= natural, 5+ suit and < 3 ♠'s
—3♦		= natural, 5+ suit and < 3 ♠'s
—3♥		= natural, 5+ suit and < 3 ♠'s
—3♠		= 3+ ♠'s

Continuations after the Opposition intervene at the one level immediately after the 1♣ bid use a step sequence to show controls as indicated by the following:

1♣-(X)-		
— Pass	= 0-5 HCP	
— XX	= 6+ HCP & <3 controls (Forcing to 2NT unless Opener next bids 1NT)	
— 1♦	= 3 controls (GF)	
— 1♥	= 4 controls (GF)	
— 1♠	= 5 controls (GF)	
— 1NT	= 6 controls (GF)	
— 2♣	= 7 controls (GF)	
— 2♥	= 3-5 HCP, 6+ suit with 2 honours from A, K, Q or J (NF)	
— 2♠	= 3-5 HCP, 6+ suit with 2 honours from A, K, Q or J (NF)	

1♣-(1♦)-		
— Pass	= 0-5 HCP	
— X	= 6+ HCP & <3 controls (Forcing to 2NT unless Opener next bids 1NT)	
— 1♥	= 3 controls (GF)	
— 1♠	= 4 controls (GF)	
— 1NT	= 5 controls (GF)	
— 2♣	= 6 controls (GF)	
— 2♦	= 7 controls (GF)	
— 2♥	= 3-5 HCP, 6+ suit with 2 honours from A, K, Q or J (NF)	
— 2♠	= 3-5 HCP, 6+ suit with 2 honours from A, K, Q or J (NF)	

1♣-(1♥)-

— Pass	= 0-5 HCP
— X	= 6+ HCP & <3 controls (Forcing to 2NT unless Opener next bids 1NT)
— 1♠	= 3 controls (GF)
— 1NT	= 4 controls (GF)
— 2♣	= 5 controls (GF)
— 2♦	= 6 controls (GF)
— 2♥	= 7 controls (GF)
— 2♠	= 3-5 HCP, 6+ suit with 2 honours from A, K, Q or J (NF)

1♣-(1♠)-

— Pass	= 0-5 HCP
— X	= 6+ HCP & <3 controls (Forcing to 2NT unless Opener next bids 1NT)
— 1NT	= 3 controls (GF)
— 2♣	= 4 controls (GF)
— 2♦	= 5 controls (GF)
— 2♥	= 3-5 HCP, 6+ suit with 2 honours from A, K, Q or J (NF)
— 2♠	= 6 controls (GF)
— 2NT	= 7 controls (GF)

1♣-(1NT)-

— Pass	= 0-5 HCP
— X	= 6+ HCP & <3 controls (Forcing to 2NT)
— 2♣	= 3 controls (GF)
— 2♦	= 4 controls (GF)
— 2♥	= 3-5 HCP, 6+ suit with 2 honours from A, K, Q or J (NF)
— 2♠	= 3-5 HCP, 6+ suit with 2 honours from A, K, Q or J (NF)
— 2NT	= 5 controls (GF)
— 3♣	= 6 controls (GF)
— 3♦	= 7 controls (GF)

If the immediate intervention is at the 2-level or higher then controls are not shown and the bidding proceeds as follows:

1♣-(2♣ or higher)-

— Pass	= 0-7 HCP
— X	= 8+ HCP and no 5+ suit
— Cue Bid	= Asking for "Stop" (F)
— Any new suit	= Natural 5+ suit (F)
— 2NT (if possible)	= 8+ HCP and "Stop" (GF)

Further continuations:

1♣-(1 of suit)-P-		= Responder has 0-5 HCP
— (2 of suit)-		= Support for Overcaller's suit
— Pass		= Opener has nothing to say
— X		= Take Out (can be passed for penalties)
— 2NT		= 21+ HCP and "Stop" (S & T apply)
— Cue Bid		= 21+ HCP and asking for "Stop" (F)
— New suit		= 5+ suit (NF)
— Jump bid		= Game Force
— 3NT		= To play
— (1 or 2 of new suit)-		= Opposition introduce a second suit
— Pass		= Opener has nothing to say
— X		= Take Out (can be passed for penalties)
— 2NT		= 21+ HCP and "Stops" (S & T apply)
— Cue Bid		= Asking for "Stop" (F)
— New suit		= 5+ suit (NF)
— Jump bid		= Game Force
— 3NT		= To play

1♣-(1 of suit)-X-		= Responder has 6+ HCP and < 3 controls
— (2 of suit)-		= Support for Overcaller's suit
— Pass		= 17-18 HCP and no 5+ suit
— X		= Take Out (can be passed for penalties)
— 2NT		= 19+ HCP and "Stop" (S & T apply)
— Cue Bid		= 19+ HCP and asking for "Stop" (F)
— New suit		= 5+ suit (NF)
— Jump bid		= Game Force
— 3NT		= To play
— (1 or 2 of new suit)-		= Opposition introduce a second suit
— Pass		= 17-18 HCP and no 5+ suit
— X		= Take Out (can be passed for penalties)
— 2NT		= 19+ HCP and "Stops" (S & T apply)
— Cue Bid		= 19+ HCP and asking for "Stop" (F)
— New suit		= 5+ suit (NF)
— Jump bid		= Game Force
— 3NT		= To play

1♣-(1 of suit)-bid other than P or X-	= Responder has 3 or more controls
— (2 of suit)-	= Support for Overcaller's suit
— Pass	= Forcing Pass
— X	= Take Out (can be passed for penalties)
— 2NT	= "Stop" (S & T apply)
— Cue Bid	= Asking for "Stop" (F)
— New suit	= 5+ suit (F)
— 3NT	= To play
— (1 or 2 of new suit)-	= Opposition introduce a second suit
— Pass	= Forcing Pass
— X	= Take Out (can be passed for penalties)
— 2NT	= "Stops" (Stayman/Transfers apply)
— Cue Bid	= Asking for "Stop" (F)
— New suit	= 5+ suit (F)
— 3NT	= To play

1♣-(1NT)-P-	= Responder has 0-5 HCP
— (2 of suit)-	
— Pass	= Opener has nothing to say
— X	= Take Out (can be passed for penalties)
— 2NT	= 21+ HCP and "Stop" (S & T apply)
— Cue Bid	= 21+ HCP and asking for "Stop" (F)
— New suit	= 5+ suit (NF)
— Jump bid	= Game Force
— 3NT	= To play

1♣-(1NT)-X-	= Responder has 6+ HCP and < 3 controls
— (2 of suit)-	
— Pass	= 17-18 HCP and no 5+ suit
— X	= Take Out (can be passed for penalties)
— 2NT	= 19+ HCP and "Stop" (S & T apply)
— Cue Bid	= 19+ HCP and asking for "Stop" (F)
— New suit	= 5+ suit (F)
— Jump bid	= Game Force
— 3NT	= To play

1♣-(1NT)-bid other than P or X-	= Responder has 3 or more controls
— (2 of suit)-	
— Pass	= Forcing Pass
— X	= Take Out (can be passed for penalties)
— 2NT	= "Stop" (S & T apply)
— Cue Bid	= Asking for "Stop" (F)
— New suit	= 5+ suit (F)
— 3NT	= To play

(b) Responses to opening 1♦

- Reminder 1♦:
- (A): 15-16 HCP, artificial, forcing and minor-balanced
or
 - (B): 11+ HCP, artificial, forcing and 4-4-4-1
or
 - (C1): 11-14 HCP, artificial, forcing & unbalanced with longest suit ♣'s (5+)
or
 - (C2): 11-14 HCP, artificial, forcing & unbalanced with longest suit ♦'s (5+)

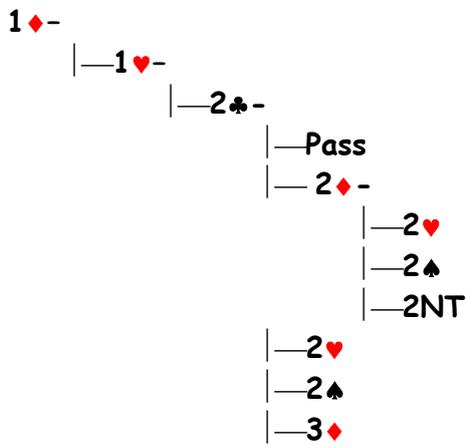
Responses:

- 1♦-
- |—1♥ = (A) or (B) or (C1) or (C2)
 - |—1♠ = 0-5 HCP
 - |—1NT = 6-8 HCP
 - |—2♣/♦/♥/♠ = 9+ HCP
 - |—2♣/♦/♥/♠ = 13+ HCP and 6+ suit with at most 1 loser and no other 4+ suit, GF.

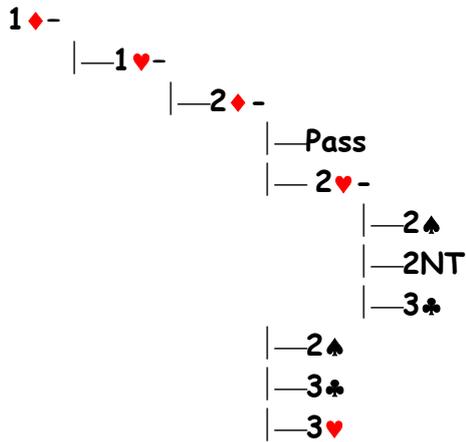
Continuations following the 1♥ response:

- 1♦-
- |—1♥-
 - |—1♠-
 - |—1NT-
 - |—2♣ = (A) or (B) or (C1) or (C2)
 - |—2♦ = 0-5 HCP
 - |—2♥ = (B): 4-4-4-1 with 11-20 HCP
 - |—2♠ = enquiry for Opener's singleton
 - |—2♣ = singleton ♦
 - |—2♦ = singleton ♥
 - |—2♥ = singleton ♠
 - |—2♠ = singleton ♣

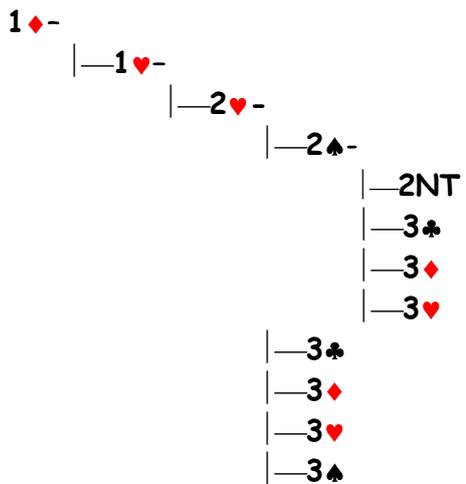
- 1♦-
- |—1♥-
 - |—1NT-
 - |—Pass = (A) or (B) or (C1) or (C2)
 - |—2♣- = 0-5 HCP
 - |—2♦- = (A): 15-16 HCP & minor-balanced (S & T apply)
 - |—3♣ = 4-card Stayman (non-promissory)
 - |—3♦ = Opener denies 4-card major
 - |—3♥ = Responder has 5+ ♦'s
 - |—3♠ = Responder has 5+ ♣'s
 - |—2♥- = Opener has 4 ♥'s and possibly 4 ♠'s
 - |—3♣ = Responder has 5+ ♣'s
 - |—3♦ = Responder has 5+ ♦'s
 - |—2♠- = Opener has 4 ♠'s but denies 4 ♥'s
 - |—3♣ = Responder has 5+ ♣'s
 - |—3♦ = Responder has 5+ ♦'s
 - |—2♦- = Promises 5+ ♥'s
 - |—2♥ = to play
 - |—2♥ = Transfer to ♠'s (Promises 5+ ♠'s)



- = (A) or (B) or (C1) or (C2)
- = 0-5 HCP
- = (C1): 11-14 HCP unbalanced with 5+ ♣'s
- = Tolerance for ♣'s
- = enquiry for Opener's other suit(s)
- = Opener has 4+ ♥'s
- = Opener has 4+ ♠'s
- = Opener has 4+ ♦'s
- = To play, 6+ ♥'s or 5+ ♥'s & no tolerance for ♣'s
- = To play, 6+ ♠'s or 5+ ♠'s & no tolerance for ♣'s
- = To play, 6+ ♦'s or 5+ ♦'s & no tolerance for ♣'s



- = (A) or (B) or (C1) or (C2)
- = 0-5 HCP
- = (C2): 11-14 HCP unbalanced with 5+ ♦'s
- = Tolerance for ♦'s
- = enquiry for Opener's other suit(s)
- = Opener has 4+ ♠'s
- = Opener has 4+ ♥'s
- = Opener has 4+ ♣'s
- = To play, 6+ ♠'s or 5+ ♠'s & no tolerance for ♦'s
- = To play, 6+ ♣'s or 5+ ♣'s & no tolerance for ♦'s
- = To play, 6+ ♥'s or 5+ ♥'s & no tolerance for ♦'s



- = (A) or (B) or (C1) or (C2)
- = 0-5 HCP
- = (B): 4-4-4-1 with 21+ HCP
- = enquiry for Opener's singleton
- = singleton ♣
- = singleton ♦
- = singleton ♥
- = singleton ♠
- = 6+ suit
- = 6+ suit
- = 6+ suit
- = 6+ suit

Continuations following the 1♠ response:

1♦-		= (A) or (B) or (C1) or (C2)
—1♠-		= 6-8 HCP
—1NT-		= (A): 15-16 HCP & minor-balanced (S & T apply)
—Pass		= no prospect of game
—2♣-		= Stayman
—2♦		= no 4-card major and 4-3-3-3 or 4-4-3-2
—2♥		= 4 ♥'s and possibly 4 ♠'s
—2♠		= 4 ♠'s and denies 4 ♥'s
—2NT		= 5+ ♣'s or ♦'s
—2♦-		= transfer to ♥'s (Promises 5+)
—2♥		= to play
—2♥-		= transfer to ♠'s (Promises 5+)
—2♠		= to play

1♦-		= (A) or (B) or (C1) or (C2)
—1♠-		= 6-8 HCP
—2♣-		= (C1): 11-14 HCP unbalanced with 5+ ♣'s
—Pass		= no prospect of game
—2♦-		= enquiry for Opener's other suit(s)
—2♥		= Opener has 4+ ♥'s
—2♠		= Opener has 4+ ♠'s
—2NT		= Opener has 4+ ♦'s
—2♥		= to play having 5+ ♥'s
—2♠		= to play having 5+ ♠'s
—3♦		= to play having 5+ ♦'s

1♦-		= (A) or (B) or (C1) or (C2)
—1♠-		= 6-8 HCP
—2♦-		= (C2): 11-14 HCP unbalanced with 5+ ♦'s
—Pass		= no prospect of game
—2♥-		= enquiry for Opener's other suit(s)
—2♠		= Opener has 4+ ♠'s
—2NT		= Opener has 4+ ♥'s
—3♣		= Opener has 4+ ♣'s
—2♠		= to play having 5+ ♠'s
—3♣		= to play having 5+ ♣'s
—3♥		= to play having 5+ ♥'s

1♦-		= (A) or (B) or (C1) or (C2)
—1♠-		= 6-8 HCP
—2♥-		= (B): 4-4-4-1 with 11-16 HCP
—2♠-		= enquiry for Opener's singleton
—2NT		= singleton ♣
—3♣		= singleton ♦
—3♦		= singleton ♥
—3♥		= singleton ♠
—All other bids		= natural

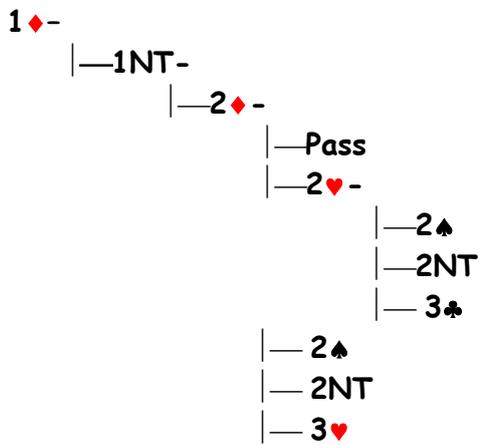
1♦-		= (A) or (B) or (C1) or (C2)
—1♠-		= 6-8 HCP
—2♠-		= (B): 4-4-4-1 with 17-20 HCP
—2NT-		= enquiry for Opener's singleton
—3♣		= singleton ♦
—3♦		= singleton ♥
—3♥		= singleton ♠
—3♠		= singleton ♣
—All other bids		= natural

1♦-		= (A) or (B) or (C1) or (C2)
—1♠-		= 6-8 HCP
—2NT-		= (B): 4-4-4-1 with 21+ HCP
—3♣-		= enquiry for Opener's singleton
—3♦		= singleton ♥
—3♥		= singleton ♠
—3♠		= singleton ♣
—3NT		= singleton ♦
—All other bids		= natural

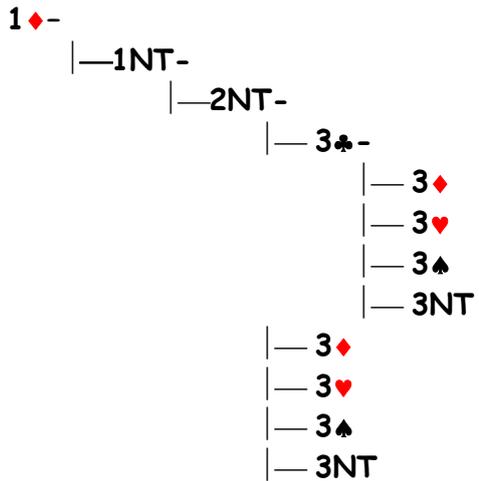
Continuations following the 1NT response:

1♦-		= (A) or (B) or (C1) or (C2)
—1NT-		= 9+ HCP
—2♣		= (C1): 11-14 HCP unbalanced with 5+ ♣'s
—2♦		= (C2): 11-14 HCP unbalanced with 5+ ♦'s
—2♥		= (B): 4-4-4-1 with 11-14 HCP
—2♠		= (B): 4-4-4-1 with 15-16 HCP
—2NT		= (A): 15-16 HCP & minor-balanced (S & T apply)
—3♣		= (B): 4-4-4-1 with 17-20 HCP
—3♦		= (B): 4-4-4-1 with 21+ HCP

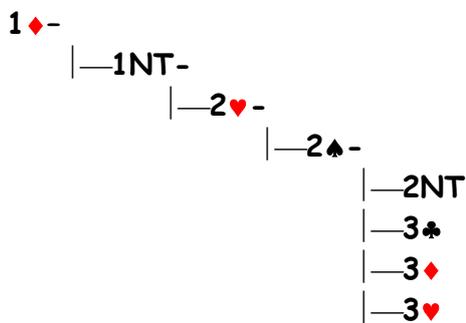
1♦-		= (A) or (B) or (C1) or (C2)
—1NT-		= 9+ HCP
—2♣-		= (C1): 11-14 HCP unbalanced with 5+ ♣'s
—Pass		= no prospect of game
—2♦-		= enquiry for Opener's other suit(s)
—2♥		= Opener has 4+ ♥'s
—2♠		= Opener has 4+ ♠'s
—2NT		= Opener has 4+ ♦'s
—2♥		= invitational with 5+ ♥'s
—2♠		= invitational with 5+ ♠'s
—2NT		= 11+ HCP balanced, invitational



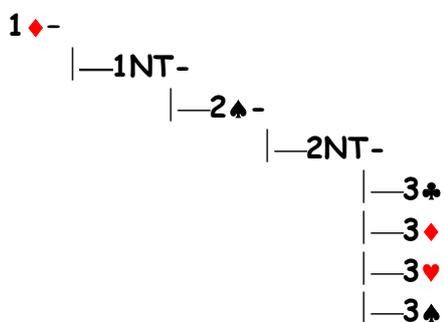
- = (A) or (B) or (C1) or (C2)
- = 9+ HCP
- = (C2): 11-14 HCP unbalanced with 5+ ♦'s
- = no prospect of game
- = enquiry for Opener's other suit(s)
- = Opener has 4+ ♠'s
- = Opener has 4+ ♥'s
- = Opener has 4+ ♣'s
- = invitational with 5+ ♠'s
- = 11+ HCP balanced, invitational
- = invitational with 5+ ♥'s



- = (A) or (B) or (C1) or (C2)
- = 9+ HCP
- = (C): 15-16 HCP and minor-balanced (S & T apply)
- = asks for 4-card ♥'s or ♠'s
- = denies 4-card ♥'s or ♠'s and 4-3-3-3 or 4-4-3-2
- = 4-card ♥'s and possibly 4-card ♠'s
- = 4-card ♠'s but denies 4-card ♥'s
- = denies 4-card ♥'s or ♠'s but has 5-card ♣'s or ♦'s
- = Transfer to ♥'s (Promises 5+ ♥'s)
- = Transfer to ♠'s (Promises 5+ ♠'s)
- = Responder has 5+ ♣'s and 5+ ♦'s
- = 9+ HCP & balanced



- = (A) or (B) or (C1) or (C2)
- = 9+ HCP
- = (B): 4-4-4-1 with 11-14 HCP
- = enquiry for Opener's singleton
- = singleton ♣
- = singleton ♦
- = singleton ♥
- = singleton ♠



- = (A) or (B) or (C1) or (C2)
- = 9+ HCP
- = (B): 4-4-4-1 with 15-16 HCP
- = enquiry for Opener's singleton
- = singleton ♦
- = singleton ♥
- = singleton ♠
- = singleton ♣

1♦-	= (A) or (B) or (C1) or (C2)
—1NT-	= 9+ HCP
—3♣-	= (B): 4-4-4-1 with 17-20 HCP
—3♦-	= enquiry for Opener's singleton
—3♥	= singleton ♠
—3♠	= singleton ♣
—3NT	= singleton ♦
—4♣	= singleton ♥

1♦-	= (A) or (B) or (C1) or (C2)
—1NT-	= 9+ HCP
—3♦-	= (B): 4-4-4-1 with 21+ HCP
—3♥-	= enquiry for Opener's singleton
—3♠	= singleton ♣
—3NT	= singleton ♦
—4♣	= singleton ♥
—4♦	= singleton ♠

Continuations following the 2♣/♦/♥/♠ responses:

1♦-	= 11-14 HCP unbalanced or 4-4-4-1 or 15-16 HCP and balanced
—2♣-	= 13+ HCP and 6+ ♣ suit with at most 1 loser and no other 4+ suit, GF.
—2♦-	= 11-14 HCP with 5+ ♦'s and < 2 ♣'s
—2♥-	= Cue bid, 15-16 HCP and balanced
—2♠-	= Cue bid, 15-16 HCP and balanced
—2NT-	= 4-4-4-1 with singleton ♣ and 11-16 HCP
—3♣-	= has 2+ ♣'s
—3NT-	= 4-4-4-1 with singleton ♣ and 17+ HCP
—2♦-	= 13+ HCP and 6+ ♦ suit with at most 1 loser and no other 4+ suit, GF.
—2♥-	= Cue bid, 15-16 HCP and balanced
—2♠-	= Cue bid, 15-16 HCP and balanced
—2NT-	= 4-4-4-1 with singleton ♦ and 11-16 HCP
—3♣-	= 11-14 HCP with 5+ ♣'s and < 2 ♦'s
—3♦-	= has 2+ ♦'s
—3NT-	= 4-4-4-1 with singleton ♦ and 17+ HCP
—2♥-	= 13+ HCP and 6+ ♥ suit with at most 1 loser and no other 4+ suit, GF.
—2♠-	= Cue bid, 15-16 HCP and balanced
—2NT-	= 4-4-4-1 with singleton ♥ and 11-16 HCP
—3♣-	= 11-14 HCP with 5+ ♣'s and < 2 ♥'s
—3♦-	= 11-14 HCP with 5+ ♦'s and < 2 ♥'s
—3♥-	= has 2+ ♥'s
—3NT-	= 4-4-4-1 with singleton ♥ and 17+ HCP
—2♠-	= 13+ HCP and 6+ ♠ suit with at most 1 loser and no other 4+ suit, GF.
—2NT-	= 4-4-4-1 with singleton ♠ and 11-16 HCP
—3♣-	= 11-14 HCP with 5+ ♣'s and < 2 ♠'s
—3♦-	= 11-14 HCP with 5+ ♦'s and < 2 ♠'s
—3♥-	= Cue bid, 15-16 HCP and balanced
—3♠-	= has 2+ ♠'s
—3NT-	= 4-4-4-1 with singleton ♠ and 17+ HCP

Continuations following immediate ("second-seat") intervention over 1♦:

Intervention is (X)-

1♦-(X)-	—Pass	= 0-5 HCP
	—XX	= 6-8 HCP
	—1♥	= 9-11 HCP
	—1♠	= 12+ HCP

1♦-(X)-	—Pass-	= 0-5 HCP
	—(Pass)-	= Doubler's partner converts Take-out to Penalty
	—XX-	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
	—Pass	= Responder content to play in ♦'s
	—1♥-	= enquiry for Opener's other suit(s)
	—1♠	= Opener has 4+ ♠'s
	—1NT	= Opener has 4+ ♥'s
	—2♣	= Opener has 4+ ♣'s
	—1♠	= No tolerance for ♦'s but long ♠'s
	—2♣	= No tolerance for ♦'s but long ♣'s
	—2♥	= No tolerance for ♦'s but long ♥'s
	—1♥-	= (B): 4-4-4-1 with 11-20 HCP
	—1♠	= enquiry for Opener's singleton
	—1♠-	= (B): 4-4-4-1 with 21+ HCP
	—1NT	= enquiry for Opener's singleton
	—1NT	= (A): 15-16 HCP & minor-balanced (S & T apply)
	—2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s

1♦-(X)-	—XX-	= 6-8 HCP
	—1♥-	= (B): 4-4-4-1 with 11-16 HCP
	—1♠	= enquiry for Opener's singleton
	—1♠-	= (B): 4-4-4-1 with 17-20 HCP
	—1NT	= enquiry for Opener's singleton
	—1NT	= (A): 15-16 HCP and minor-balanced (S & T apply)
	—2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s
	—2♦	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
	—2♥-	= (B): 4-4-4-1 with 21+ HCP
	—2♠	= enquiry for Opener's singleton

1♦-(X)-		
	— 1♥-	= 9-11 HCP
	— 1♠-	= (B): 4-4-4-1 with 11-14 HCP
	— 1NT	= enquiry for Opener's singleton
	— 1NT	= (A): 15-16 HCP and minor-balanced (S & T apply)
	— 2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s
	— 2♦	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
	— 2♥-	= (B): 4-4-4-1 with 15-16 HCP
	— 2♠	= enquiry for Opener's singleton
	— 2♠-	= (B): 4-4-4-1 with 17-20 HCP
	— 2NT	= enquiry for Opener's singleton
	— 2NT-	= (B): 4-4-4-1 with 21+ HCP
	— 3♣	= enquiry for Opener's singleton

1♦-(X)-		
	— 1♠-	= 12+ HCP
	— 1NT	= (A): 15-16 HCP and minor-balanced (S & T apply)
	— 2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s
	— 2♦	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
	— 2♥-	= (B): 4-4-4-1 with 11-14 HCP
	— 2♠	= enquiry for Opener's singleton
	— 2♠-	= (B): 4-4-4-1 with 15-16 HCP
	— 2NT	= enquiry for Opener's singleton
	— 2NT-	= (B): 4-4-4-1 with 17-20 HCP
	— 3♣	= enquiry for Opener's singleton
	— 3♠-	= (B): 4-4-4-1 with 21+ HCP
	— 3♦	= enquiry for Opener's singleton

1♦-(X)-		
	— 1♥ or 1♠-(Any)-	
	— X	= penalty
	— Opp ⁿ Suit	= shows a singleton, forcing for 1 round

Intervention is (1♥)-

1♦-(1♥)-

— Pass	= 0-5 HCP
— X	= 6-8 HCP
— 1♠	= 9-11 HCP
— 1NT	= 12+ HCP

1♦-(1♥)-

— Pass-	= 0-5 HCP
— 1♠-	= (B): 4-4-4-1 with 11-20 HCP
— 1NT	= enquiry for Opener's singleton
— 1NT	= (A): 15-16 HCP and minor-balanced (S & T apply)
— 2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s
— 2♦	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
— 2♥-	= (B): 4-4-4-1 with 21+ HCP
— 2♠	= enquiry for Opener's singleton

1♦-(1♥)-

— X-	= 6-8 HCP
— 1♠	= (B): 4-4-4-1 with 11-16 HCP
— 1NT	= (A): 15-16 HCP and minor-balanced (S & T apply)
— 2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s
— 2♦	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
— 2♥-	= (B): 4-4-4-1 with 17-20 HCP
— 2♠	= enquiry for Opener's singleton
— 2♠-	= (B): 4-4-4-1 with 21+ HCP
— 2NT	= enquiry for Opener's singleton

1♦-(1♥)-

— 1♠-	= 9-11 HCP
— 1NT	= (A): 15-16 HCP and minor-balanced (S & T apply)
— 2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s
— 2♦	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
— 2♥-	= (B): 4-4-4-1 with 11-14 HCP
— 2♠	= enquiry for Opener's singleton
— 2♠-	= (B): 4-4-4-1 with 15-16 HCP
— 2NT	= enquiry for Opener's singleton
— 2NT-	= (B): 4-4-4-1 with 17-20 HCP
— 3♣	= enquiry for Opener's singleton
— 3♠-	= (B): 4-4-4-1 with 21+ HCP
— 3♦	= enquiry for Opener's singleton

1♦-(1♥)-	
— 1NT-	= 12+ HCP
— 2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s
— 2♦	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
— 2♥-	= (B): 4-4-4-1 with 11-14 HCP
— 2♠	= enquiry for Opener's singleton
— 2♠-	= (B): 4-4-4-1 with 15-16 HCP
— 2NT	= enquiry for Opener's singleton
— 2NT	= (A): 15-16 HCP and minor-balanced (S & T apply)
— 3♣-	= (B): 4-4-4-1 with 17-20 HCP
— 3♦	= enquiry for Opener's singleton
— 3♦-	= (B): 4-4-4-1 with 21+ HCP
— 3♥	= enquiry for Opener's singleton

Intervention is (1♠)-

1♦-(1♠)-	
— Pass	= 0-5 HCP
— X	= 6-8 HCP
— 1NT	= 9+ HCP

1♦-(1♠)-	
— Pass-	= 0-5 HCP
— 1NT	= (A): 15-16 HCP and minor-balanced (S & T apply)
— 2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s
— 2♦	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
— 2♥-	= (B): 4-4-4-1 with 11-20 HCP
— 2♠	= enquiry for Opener's singleton
— 2♠-	= (B): 4-4-4-1 with 21+ HCP
— 2NT	= enquiry for Opener's singleton

1♦-(1♠)-	
— X-	= 6-8 HCP
— 1NT	= (A): 15-16 HCP & minor-balanced (S & T apply)
— 2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s
— 2♦	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
— 2♥-	= (B): 4-4-4-1 with 11-16 HCP
— 2♠	= enquiry for Opener's singleton
— 2♠-	= (B): 4-4-4-1 with 17-20 HCP
— 2NT	= enquiry for Opener's singleton
— 2NT-	= (B): 4-4-4-1 with 21+ HCP
— 3♣	= enquiry for Opener's singleton

1♦-(1♠)-		
— 1NT-		= 9+ HCP
— 2♣		= (C1): 11-14 HCP unbalanced with 5+ ♣'s
— 2♦		= (C2): 11-14 HCP unbalanced with 5+ ♦'s
— 2♥-		= (B): 4-4-4-1 with 11-14 HCP
— 2♠		= enquiry for Opener's singleton
— 2♠-		= (B): 4-4-4-1 with 15-16 HCP
— 2NT		= enquiry for Opener's singleton
— 2NT		= (A): 15-16 HCP and minor-balanced (S & T apply)
— 3♣-		= (B): 4-4-4-1 with 17-20 HCP
— 3♦		= enquiry for Opener's singleton
— 3♦-		= (B): 4-4-4-1 with 21+ HCP
— 3♥		= enquiry for Opener's singleton

Intervention is (1NT & above)-

1♦-(1NT & above)-		
— Pass		= 0-8 HCP
— X		= 9+ HCP and no 5+ suit
— Cue Bid		= asking for "Stop"
— Any new suit		= 9+ HCP and 5+ suit (forcing)
— 2NT		= 12+ HCP and "Stop" (forcing)

Examples:

1♦-(1NT)-		
— Pass-		= 0-8 HCP
— 2♣		= (C1): 11-14 HCP unbalanced with 5+ ♣'s
— 2♦		= (C2): 11-14 HCP unbalanced with 5+ ♦'s
— 2♥-		= (B): 4-4-4-1 with 11-20 HCP
— 2♠		= enquiry for Opener's singleton
— 2♠-		= (B): 4-4-4-1 with 21+ HCP
— 2NT		= enquiry for Opener's singleton
— 2NT		= (A): 15-16 HCP and minor-balanced (S & T apply)

1♦-(1NT)-		
— X-		= 9+ HCP
— 2♣		= (C1): 11-14 HCP unbalanced with 5+ ♣'s
— 2♦		= (C2): 11-14 HCP unbalanced with 5+ ♦'s
— 2♥-		= (B): 4-4-4-1 with 11-16 HCP
— 2♠		= enquiry for Opener's singleton
— 2♠-		= (B): 4-4-4-1 with 17-20 HCP
— 2NT		= enquiry for Opener's singleton
— 2NT		= (A): 15-16 HCP and minor-balanced (S & T apply)
— 3♣-		= (B): 4-4-4-1 with 21+ HCP
— 3♦		= enquiry for Opener's singleton

1♦-(1NT)-		
—2♣-		= 9+ HCP and 5+ ♣'s
—2♦		= (C2): 11-14 HCP unbalanced with 5+ ♦'s
—2♥-		= (B): 4-4-4-1 with 11-14 HCP
—2♠		= enquiry for Opener's singleton
—2♠-		= (B): 4-4-4-1 with 15-16 HCP
—2NT		= enquiry for Opener's singleton
—2NT		= (A): 15-16 HCP and minor-balanced (S & T apply)
—3♣		= (C1): 11-14 HCP unbalanced with 5+ ♣'s
—3♦-		= (B): 4-4-4-1 with 17-20 HCP
—3♥		= enquiry for Opener's singleton
—3♥-		= (B): 4-4-4-1 with 21+ HCP
—3♠		= enquiry for Opener's singleton

Continuations following delayed ("fourth-seat") intervention over 1♦:

1♦-(P)-1♥-(X)-		
—XX		= (B): 4-4-4-1 with 11-20 HCP
—1♠		= (B): 4-4-4-1 with 21+ HCP
—1NT		= (A): 15-16 HCP and minor-balanced (S & T apply)
—2♣		= (C1): 11-14 HCP unbalanced with 5+ ♣'s
—2♦		= (C2): 11-14 HCP unbalanced with 5+ ♦'s

1♦-(P)-1♥-(1♠)-		
—Pass		= (A): 15-16 HCP but no ♠ "Stop"
—X		= (B): 4-4-4-1 with 11-20 HCP
—1NT		= (A): 15-16 HCP and ♠ "Stop"
—2♣		= (C1): 11-14 HCP unbalanced with 5+ ♣'s
—2♦		= (C2): 11-14 HCP unbalanced with 5+ ♦'s
—2♥		= (B): 4-4-4-1 with 21+ HCP

1♦-(P)-1♥-(1NT or higher)-		
—Pass		= either (A) or (C1/2) with a 5-suit
—X		= (B): 4-4-4-1 with 11-20 HCP
—♥/♠ bid		= (B): 4-4-4-1 with 21+ HCP
—♣ bid		= (C1): 11-14 HCP unbalanced with 6+ ♣'s
—♦ bid		= (C2): 11-14 HCP unbalanced with 6+ ♦'s

1♦-(P)-1♠-(X)-		
—XX		= (B): 4-4-4-1 with 11-20 HCP
—1NT		= (A): 15-16 HCP and minor-balanced (S & T apply)
—2♣		= (C1): 11-14 HCP unbalanced with 5+ ♣'s
—2♦		= (C2): 11-14 HCP unbalanced with 5+ ♦'s
—2♥		= (B): 4-4-4-1 with 21+ HCP

1♦-(P)-1♠-(1NT or higher)-

—Pass	= either (A) or (C1/2) with a 5-suit
—X	= requests description of Opener's hand
—X	= (B): 4-4-4-1 with 11-20 HCP
—♥/♠ bid	= (B): 4-4-4-1 with 21+ HCP
—♣ bid	= (C1): 11-14 HCP unbalanced with 6+ ♣'s
—♦ bid	= (C2): 11-14 HCP unbalanced with 6+ ♦'s

1♦-(P)-1NT-(X)-

—XX	= (B): 4-4-4-1 with 11-20 HCP
—2♣	= (C1): 11-14 HCP unbalanced with 5+ ♣'s
—2♦	= (C2): 11-14 HCP unbalanced with 5+ ♦'s
—2♥	= (B): 4-4-4-1 with 21+ HCP
—2NT	= (A): 15-16 HCP and minor-balanced (S & T apply)

1♦-(P)-1NT-(2♣ or higher)-

—Pass	= either (A) or (C1/2) with a 5-suit
—X	= requests description of Opener's hand
—X	= (B): 4-4-4-1 with 11-20 HCP
—♥/♠ bid	= (B): 4-4-4-1 with 21+ HCP
—♣ bid	= (C1): 11-14 HCP unbalanced with 6+ ♣'s
—♦ bid	= (C2): 11-14 HCP unbalanced with 6+ ♦'s

Occasionally when Opener bids either **1♣** or **1♦** and indicates a balanced hand (with a no-trump rebid) the Opposition may (or may already have) interfere(d) with a suit bid. Since S & T apply Responder needs to be careful with regard to the next bid. The following examples illustrate the situation:

1♦-(P)-1NT-(2♣)-2NT-(P)-

—X	= Asking for a ♣ "STOP"
—3♣	= Asking for a 4-card major
—3♦	= Promises 5+ ♥'s
—3♥	= Promises 5+ ♠'s

1♦-(P)-1NT-(2♦)-2NT-(P)-

—X	= Asking for a ♦ "STOP"
—3♣	= Asking for a 4-card major
—3♦	= Promises 5+ ♥'s
—3♥	= Promises 5+ ♠'s

1♣-(1♥)-X-(P)-1NT-(P)-

—2♣	= 4-card Stayman
—2♦	= Asking for a ♥ "STOP"
—2♥	= Promises 5+ ♠'s

1♣-(1♠)-X-(P)-1NT-(P)-

—2♣	= 4-card Stayman
—2♦	= Promises 5+ ♥'s
—2♥	= Asking for a ♠ "STOP"

(c) Responses to opening 1♥ or 1♠

- 1♥- = 11-16 HCP, 5+ ♥'s, ♠'s shorter than ♥'s, neither ♣'s or ♦'s longer than ♥'s
- |—Pass = 0-5 HCP
 - |—1♠ = 6-9 HCP, < 5 ♠'s and < 3 ♥'s
 - |—1NT = 6-9 HCP, 5+ ♠'s and < 3 ♥'s
 - |—2♣ = 10+ HCP, 4+ ♣'s, forcing. (Responder's 3♣ rebid = < 10 HCP and 6+ ♣'s)
 - |—2♦ = 10+ HCP, 4+ ♦'s, forcing. (Responder's 3♦ rebid = < 10 HCP and 6+ ♦'s)
 - |—2♥ = 6-8 HCP and 3 ♥'s
 - |—2♠ = 10+ HCP and 5+ ♠'s and < 3 ♥'s
 - |—2NT = GF in ♥'s, 3+ ♥'s and slam interest
 - |—3♣ = 9-11 HCP and 4+ ♥'s (Bergen raise)
 - |—3♦ = 6-8 HCP and 4+ ♥'s (Bergen raise)
 - |—3♥ = 9-11 HCP and 3 ♥'s (GI)
 - |—3NT = 13-15 HCP denying 3-card ♥ support and no 5+ suit
 - |—4♥ = Limit bid, may be pre-emptive

Continuations:

- 1♥- = 11-16 HCP, 5+ ♥'s, ♠'s shorter than ♥'s, neither ♣'s or ♦'s longer than ♥'s
- |—1♠- = 6-9 HCP, < 3 ♥'s, < 5 ♠'s, < 6 ♣'s and < 6 ♦'s
 - |—1NT = 11-14 HCP, 5 ♥'s and 4 ♠'s
 - |—2♣ = 11-14 HCP, 5 ♥'s and 4+ ♣'s
 - |—2♦ = 11-14 HCP, 5 ♥'s and 4+ ♦'s
 - |—2♥ = 11-14 HCP and 6+ ♥'s
 - |—2♠ = 15-16 HCP, 5 ♥'s and 4 ♠'s
 - |—2NT = 15-16 HCP and 2:5:3:3 or 3:5:2:3 or 3:5:3:2
 - |—3♣ = 15-16 HCP and 5 ♥'s & 4+ ♣'s
 - |—3♦ = 15-16 HCP and 5 ♥'s & 4+ ♦'s
 - |—3♥ = 15-16 HCP and 6+ ♥'s
 - |—3♠ = 15-16 HCP (GF), 6+ ♥'s and 5+ ♠'s

- 1♥- = 11-16 HCP, 5+ ♥'s, ♠'s shorter than ♥'s, neither ♣'s or ♦'s longer than ♥'s
- |—1NT- = 6-9 HCP, 5+ ♠'s and < 3 ♥'s
 - |—Pass = 11-14 HCP, < 3 ♠'s and happy to play in no-trumps
 - |—2♣ = 11-14 HCP, 5 ♥'s, 4+ ♣'s and < 3 ♠'s
 - |—2♦ = 11-14 HCP, 5 ♥'s, 4+ ♦'s and < 3 ♠'s
 - |—2♥ = 11-14 HCP, 6+ ♥'s and < 3 ♠'s
 - |—2♠ = 11-14 HCP and 3+ ♠'s
 - |—2NT = 15-16 HCP and 2:5:3:3
 - |—3♣ = 15-16 HCP, 5 ♥'s, 4+ ♣'s and < 3 ♠'s
 - |—3♦ = 15-16 HCP, 5 ♥'s, 4+ ♦'s and < 3 ♠'s
 - |—3♥ = 15-16 HCP, 6+ ♥'s and < 3 ♠'s
 - |—3♠ = 15-16 HCP and 3 ♠'s
 - |—4♠ = 15-16 HCP and 4+ ♠'s

1♥- = 11-16 HCP, 5+ ♥'s, ♠'s shorter than ♥'s, neither ♣'s or ♦'s longer than ♥'s
 |—2♣- = < 3 ♥'s and either 10+ HCP and 4+ ♣'s or < 10 HCP and 6+ ♣'s
 |—2♦ = 11-14 HCP, 5 ♥'s and 4+ ♦'s
 |—2♥ = 11-14 HCP and 6+ ♥'s
 |—2♠ = 11-14 HCP, 5 ♥'s and 4 ♠'s
 |—2NT = 15-16 HCP and 2:5:3:3 or 3:5:2:3 or 3:5:3:2
 |—3♣ = 11-16 HCP, 5 ♥'s and 4+ ♣'s
 |—3♦ = 15-16 HCP, 5 ♥'s and 4+ ♦'s
 |—3♥ = 15-16 HCP and 6+ ♥'s
 |—3♠ = 15-16 HCP, 5 ♥'s and 4 ♠'s (GI)

1♥- = 11-16 HCP, 5+ ♥'s, ♠'s shorter than ♥'s, neither ♣'s or ♦'s longer than ♥'s
 |—2♦- = < 3 ♥'s and either 10+ HCP and 4+ ♦'s or < 10 HCP and 6+ ♦'s
 |—2♥ = 11-14 HCP and 6+ ♥'s
 |—2♠ = 11-14 HCP, 5 ♥'s and 4 ♠'s
 |—2NT = 15-16 HCP and 2:5:3:3 or 3:5:2:3 or 3:5:3:2
 |—3♣ = 11-16 HCP, 5 ♥'s and 4+ ♣'s
 |—3♦ = 11-16 HCP, 5 ♥'s and 4+ ♦'s
 |—3♥ = 15-16 HCP and 6+ ♥'s
 |—3♠ = 15-16 HCP, 5 ♥'s and 4 ♠'s (GI)

1♥- = 11-16 HCP, 5+ ♥'s, ♠'s shorter than ♥'s, neither ♣'s or ♦'s longer than ♥'s
 |—2♠- = 10+ HCP and 5+ ♠'s and < 3 ♥'s
 |—2NT = 15-16 HCP and 2:5:3:3
 |—3♣ = 11-16 HCP, 5 ♥'s, 4+ ♣'s and < 3 ♠'s
 |—3♦ = 11-16 HCP, 5 ♥'s, 4+ ♦'s and < 3 ♠'s
 |—3♥ = 11-16 HCP, 6+ ♥'s and < 3 ♠'s
 |—3♠ = 11-14 HCP and 3+ ♠'s
 |—4♠ = 15-16 HCP and 3+ ♠'s

1♥- = 11-16 HCP, 5+ ♥'s, ♠'s shorter than ♥'s, neither ♣'s or ♦'s longer than ♥'s
 |—2NT- = Game force in ♥'s, 3+ ♥'s and Slam Interest
 |—3♣/♦/♠ = Lowest first or second round control
 |—3♥ = 11-14 HCP, 6+ ♥'s and denies any 1st/2nd round control outside ♥'s
 |—3NT = 15-16 HCP, 6+ ♥'s and denies any 1st/2nd round control outside ♥'s
 |—4♥ = 5-3-3-2 and denies any 1st/2nd round control outside ♥'s

Continuations following interference:

1♥-(X)-
 |—XX = 10+ HCP and 3+ ♥'s
 |—Other bids = Conventional/natural as previous ignoring the double

1♥-(1♠ or higher)-
 |—Pass = nothing to say
 |—New Suit = 5+ suit natural, forcing and < 3 ♥'s
 |—X = 8+ HCP, other 2 suits, < 3 ♥'s, forcing
 |—Oppⁿ Suit = 12+ HCP, seeking more info, with a stop bid NT

1♠- = 11-16 HCP, 5+ ♠'s & no suit longer than ♠'s
 |—Pass = 0-5 HCP
 |—1NT = 6-9 HCP and denies 3-card ♠ support
 |—2♣ = 10+ HCP, 4+ ♣'s, forcing. (Responder's 3♣ rebid = <10 HCP & 6+ ♣'s)
 |—2♦ = 10+ HCP, 4+ ♦'s, forcing. (Responder's 3♦ rebid = <10 HCP & 6+ ♦'s)
 |—2♥ = 10+ HCP, 5+ ♥'s, forcing. (Responder's 3♥ rebid = <10 HCP & 6+ ♥'s)
 |—2♠ = 6-8 HCP and 3 ♠'s
 |—2NT = GF in ♠'s, 3+ ♠'s and slam interest
 |—3♣ = 9-11 HCP and 4+ ♠'s (Bergen raise)
 |—3♦ = 6-8 HCP and 4+ ♠'s (Bergen raise)
 |—3♠ = 9-11 HCP and 3 ♠'s (GI)
 |—3NT = 13-15 HCP denying 3-card ♠ support and no 5+ suit
 |—4♠ = Limit bid, may be pre-emptive

1♠- = 11-16 HCP, 5+ ♠'s and no suit longer than ♠'s
 |—1NT- = 6-9 HCP and < 3 ♠'s
 |—Pass = 11-14 HCP and happy to play in no-trumps
 |—2♣ = 11-14 HCP, 5 ♠'s and 4+ ♣'s
 |—2♦ = 11-14 HCP, 5 ♠'s and 4+ ♦'s
 |—2♥ = 11-14 HCP, 5 ♠'s and 4+ ♥'s
 |—2♠ = 11-14 HCP, 6+ ♠'s and may have 4 ♥'s
 |—2NT = 15-16 HCP and 5:3:3:2 or 5:3:2:3 or 5:2:3:3
 |—3♣ = 15-16 HCP, 5 ♠'s and 4+ ♣'s
 |—3♦ = 15-16 HCP, 5 ♠'s and 4+ ♦'s
 |—3♥ = 15-16 HCP, 5+ ♠'s and 4+ ♥'s
 |—3♠ = 15-16 HCP and 6+ ♠'s

1♠- = 11-16 HCP, 5+ ♠'s and no suit longer than ♠'s
 |—2♣- = < 3 ♠'s and either 10+ HCP and 4+ ♣'s or < 10 HCP and 6+ ♣'s
 |—2♦ = 11-14 HCP, 5 ♠'s and 4+ ♦'s
 |—2♥ = 11-14 HCP, 5 ♠'s and 4+ ♥'s
 |—2♠ = 11-14 HCP and 6+ ♠'s
 |—2NT = 15-16 HCP and 5:3:3:2 or 5:3:2:3 or 5:2:3:3
 |—3♣ = 11-16 HCP, 5 ♠'s and 4+ ♣'s
 |—3♦ = 15-16 HCP, 5 ♠'s and 4+ ♦'s
 |—3♥ = 15-16 HCP, 5 ♠'s and 4+ ♥'s
 |—3♠ = 15-16 HCP and 6+ ♠'s

1♠- = 11-16 HCP, 5+ ♠'s and no suit longer than ♠'s
 |—2♦- = < 3 ♠'s and either 10+ HCP and 4+ ♦'s or < 10 HCP and 6+ ♦'s
 |—2♥ = 11-14 HCP, 5 ♠'s and 4+ ♥'s
 |—2♠ = 11-14 HCP and 6+ ♠'s
 |—2NT = 15-16 HCP and 5:3:3:2 or 5:3:2:3 or 5:2:3:3
 |—3♣ = 11-16 HCP, 5 ♠'s and 4+ ♣'s
 |—3♦ = 11-16 HCP, 5 ♠'s and 4+ ♦'s
 |—3♥ = 15-16 HCP, 5 ♠'s and 4+ ♥'s
 |—3♠ = 15-16 HCP and 6+ ♠'s

1♠-	= 11-16 HCP, 5+ ♠'s and no suit longer than ♠'s
—2♥-	= < 3 ♠'s and either 10+ HCP and 5+ ♥'s or < 10 HCP and 6+ ♥'s
—2♠	= 11-14 HCP, 6+ ♠'s and < 3 ♥'s
—2NT	= 15-16 HCP and 5:2:3:3
—3♣	= 11-16 HCP, 5 ♠'s, 4+ ♣'s and < 3 ♥'s
—3♦	= 11-16 HCP, 5 ♠'s, 4+ ♦'s and < 3 ♥'s
—3♥	= 11-16 HCP, 5+ ♠'s and 3+ ♥'s (F)
—3♠	= 15-16 HCP, 6+ ♠'s and < 3 ♥'s
—4♥	= To play (no SI)

1♠-	= 11-16 HCP, 5+ ♠'s, ♠'s longest suit
—2NT-	= Game force in ♠'s, 3+ ♠'s & Slam Interest
—3♣/♦/♥	= Lowest first or second round control
—3♠	= 11-14 HCP, 6+ ♠'s and denies any 1 st /2 nd round control outside ♠'s
—3NT	= 15-16 HCP, 6+ ♠'s and denies any 1 st /2 nd round control outside ♠'s
—4♠	= 5-3-3-2 denies any 1 st /2 nd round control outside ♠'s

Continuations following interference:

1♠-(X)-	
—XX	= 10+ HCP and 3+ ♠'s
—Other bids	= Conventional/natural as previous ignoring the double

1♠-(1NT or higher)-	
—Pass	= nothing to say
—New Suit	= 5+ suit natural, forcing and < 3 ♠'s
—X	= 8+ HCP, other 2 suits, < 3 ♠'s, forcing
—Opp ⁿ Suit	= 12+ HCP, seeking more info, with a stop bid NT

(d) Responses to opening 1NT: 11-14 HCP and balanced (4-3-3-3 or 4-4-3-2 or 5-3-3-2)

In volume 110 (2013) of the Bridge Magazine (in fact the final printed issue before going digital) Mike Wemble wrote an article "Gladiator Revisited" where he outlined a system of responses to a 1NT opening bid which uses a 2♣ response as a puppet bid to 2♦ rather than any form of Stayman. This originated in the Gladiator system over 60 years ago. Ron Klinger produced a similar but more complex system in his book "Bid Better, Much Better After Opening 1 No-Trump", (2001). The argument against the use of Stayman is that Responder is able to describe a significantly wider range of possible hands. Wemble points out that another similar system, Heeman, has been developed which he briefly outlines. He goes on to propose changes to Heeman which he believes provide further flexibility. I have looked in detail both at Wemble's suggestions and at Klinger's system and have developed a system combining ideas from both. The system as it stands assumes that there is no opposition interference and that Opener's 1NT is in any small range of high card points (HCP). As usual it is assumed that Responder is either "Weak", "Game Invitational" (GI) or "Game Force/Slam Invitational" (GF/SI). The immediate responses to the opening bid together with the "weak" sign off sequences are as follows:

1NT-	= Balanced (any 4-3-3-3, 4-4-3-2 or 5-3-3-2 hand)
—Pass	= No game interest and not too unbalanced
—2♣-	= Puppet bid requiring Opener to bid 2♦
—2♦-	= As requested
—Pass	= Responder is weak with 5+ ♦'s
—2♦-	= Transfer to ♥'s. Responder has 5+ ♥'s
—2♥-	= As requested
—Pass	= Responder is weak with 5+ ♥'s
—2♥-	= Transfer to ♠'s. Responder has 5+ ♠'s
—2♠-	= As requested
—Pass	= Responder is weak with 5+ ♠'s
—2♠-	= MAX/MIN enquiry
—2NT	= Opener is MIN
—3♣	= Opener is MAX
—2NT	= Transfer to ♣'s. (Promises 5+ ♣'s)
—3♣-	= As requested
—Pass	= Responder is weak with 6+ ♣'s
—3♣	= Responder has 5+ ♣'s and is unbalanced (GI)
—3♦	= Responder has 5+ ♦'s and is unbalanced (GI)
—3♥	= Responder has 6+ ♥'s and < 4 ♠'s (GI)
—3♠	= Responder has 6+ ♠'s and < 4 ♥'s (GI)
—3NT	= To play, no slam interest
—4♣	= Roman Gerber for Aces
—4NT	= Asking Opener to bid 6NT if MAX

IMPORTANT NOTES:

- Unless Responder is signing off with long ♦'s the puppet bid of 2♣ shows at least GI points and either a single 4-card major or two 4+ majors.
- Unless Responder is signing off using the transfer bids of 2♦ and 2♥ then these show at least GI points and a major of 5+ cards with less than 4 cards in the other major.
- Unless signing off with long ♣'s Responder does not have a 4+ major when using either the 2♠ or 2NT responses to the opening 1NT bid.

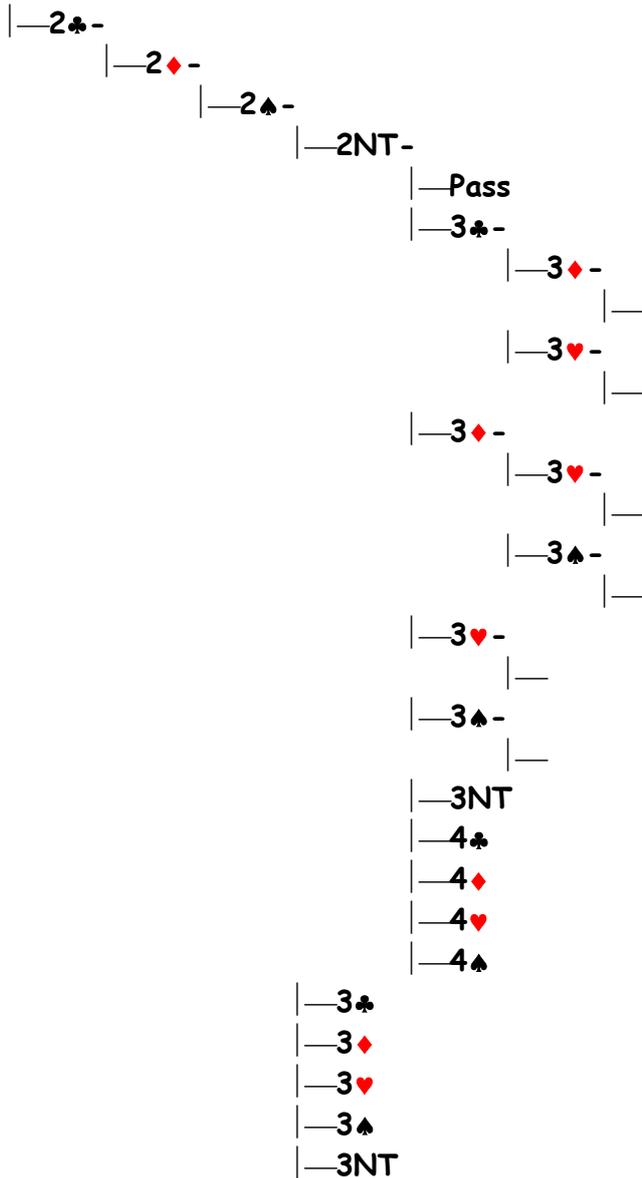
Responder has a single 4-card major and at least *GI* points:

1NT-	= Balanced (any 4-3-3-3, 4-4-3-2 or 5-3-3-2 hand)
—2♣-	= Puppet bid requiring Opener to bid 2♦
—2♦-	= As requested
—2♥-	= Transfer to ♠'s. Responder has 4 ♠'s and < 4 ♥'s
—2♠-	= As requested
—2NT	= Responder has 4 ♠'s and a balanced hand (NF)
—3♣	= Responder has 4 ♠'s and 5+ ♣'s (NF)
—3♦	= Responder has 4 ♠'s and 5+ ♦'s (NF)
—3♥	= Responder has 4 ♠'s and 5+ ♣'s (GF)
—3♠	= Responder has 4 ♠'s and 5+ ♦'s (GF)
—3NT	= Responder has 4 ♠'s and offers a choice of 3NT or 4♠
—4♣	= Responder has 4 ♠'s and 4+ ♣'s (SI)
—4♦	= Responder has 4 ♠'s and 4+ ♦'s (SI)
—4NT	= Responder is 4:3:3:3 (SI)
—3♣/♦/♥/♠	= "Superfit" via cue bid. Opener is MAX with 4/5 ♠'s
—2NT	= Responder has 4 ♥'s and a balanced hand (NF)
—3♣	= Responder has 4 ♥'s and 5+ ♣'s (NF)
—3♦	= Responder has 4 ♥'s and 5+ ♦'s (NF)
—3♥	= Responder has 4 ♥'s and 5+ ♣'s (GF)
—3♠	= Responder has 4 ♥'s and 5+ ♦'s (GF)
—3NT	= Responder has 4 ♥'s and offers a choice of 3NT or 4♥
—4♣	= Responder has 4 ♥'s and 4+ ♣'s (SI)
—4♦	= Responder has 4 ♥'s and 4+ ♦'s (SI)
—4NT	= Responder is 3:4:3:3 (SI)

Note the similarity of the bids depending on whether Responder has ♥'s or ♠'s.

Responder is 4+ in both majors and at least GI points:

1NT-



- = Balanced (4-3-3-3, 4-4-3-2 or 5-3-3-2)
- = Puppet bid requiring Opener to bid 2♦
- = As requested
- = Responder has 4+ ♠'s and 4+ ♥'s
- = Opener is MIN with no 4-card major
- = Responder has 4 ♠'s and 4 ♥'s and is GI
- = Responder is 4/5+ in the majors and is GI
- = Opener has 3 ♥'s and 2/3 ♠'s
- = Responder chooses final contract
- = Opener has 3 ♠'s and 2 ♥'s
- = Responder chooses final contract
- = Responder is 4/5+ in the majors and is GF
- = Opener has 3 ♥'s and 2/3 ♠'s
- = Responder chooses final contract
- = Opener has 3 ♠'s and 2 ♥'s
- = Responder chooses final contract
- = Responder has 5+ ♠'s and 5+ ♥'s and is GI
- = Opener chooses final contract
- = Responder has 5+ ♠'s and 5+ ♥'s and is GF
- = Opener chooses final contract
- = Responder has 4 ♠'s and 4 ♥'s and is GF
- = Responder has 6+ ♥'s and 4 ♠'s (SI)
- = Responder has 6+ ♠'s and 4 ♥'s (SI)
- = To play. Responder has 6+ ♥'s and 4 ♠'s
- = To play. Responder has 6+ ♠'s and 4 ♥'s
- = Opener is MAX with 4/5 ♥'s (GF)
- = Opener is MAX with 4/5 ♠'s (GF)
- = Opener is MIN with 4/5 ♥'s (NF)
- = Opener is MIN with 4/5 ♠'s (NF)
- = Opener is MAX with no 4-card major

Next consider the "major" transfer bids where Responder has a single 5+ major and at least GI points:

1NT-2♦-

- |—2♥-
- |—2♠-
- |—Pass
- |—2NT
- |—3♣
- |—3♦
- |—3♥
- |—3♠
- |—3NT
- |—4♥
- |—2NT-
- |—Pass
- |—3♣
- |—3♦
- |—3♥
- |—3♠
- |—3NT
- |—4♥
- |—3♣
- |—3♦
- |—3♥
- |—3♠
- |—3NT
- |—4♥
- |—4♠
- |—4NT
- |—3♣/♦

- = Transfer. Responder has 5+ ♥'s, < 4 ♠'s and at least GI points
- = As requested
- = Responder is GI and 5-3-3-2 with 3 ♠'s
- = Opener is MIN with 2 ♥'s and 5 ♠'s
- = Opener is MIN with 2 ♥'s
- = Opener is MAX with 2 ♥'s and 5 ♣'s
- = Opener is MAX with 2 ♥'s and 5 ♦'s
- = Opener is MIN with 3+ ♥'s
- = Opener is MAX with 2 ♥'s and 5 ♠'s
- = Opener is MAX with 2 ♥'s
- = Opener is MAX with 3+ ♥'s
- = Responder is GI and 5-3-3-2 with 2 ♠'s
- = Opener is MIN with 2 ♥'s
- = Opener is MAX with 2 ♥'s and 5 ♣'s
- = Opener is MAX with 2 ♥'s and 5 ♦'s
- = Opener is MIN with 3+ ♥'s
- = Opener is MAX with 2 ♥'s and 5 ♠'s
- = Opener is MAX with 2 ♥'s
- = Opener is MAX with 3+ ♥'s
- = Responder is GI with 5 ♥'s and 4+ ♣'s
- = Responder is GI with 5 ♥'s and 4+ ♦'s
- = Responder is GF with 5 ♥'s and 4+ ♣'s
- = Responder is GF with 5 ♥'s and 4+ ♦'s
- = Responder is GF and 5-3-3-2
- = Responder is GF with 6+ ♥'s
- = RKCB on ♥'s
- = Responder is SI and 5-3-3-2
- = "Superfit" via cue bid. Opener is MAX with 4/5 ♥'s

1NT-2♥-

- |—2♠-
- |—2NT-
- |—Pass
- |—3♣
- |—3♦
- |—3♥
- |—3♠
- |—3NT
- |—4♠
- |—3♣
- |—3♦
- |—3♥
- |—3♠
- |—3NT
- |—4♥
- |—4♠
- |—4NT
- |—3♣/♦/♥

- = Transfer. Responder has 5+ ♠'s, < 4 ♥'s and at least GI points
- = As requested
- = Responder is GI and 5-3-3-2
- = Opener is MIN with 2 ♠'s
- = Opener is MAX with 2 ♠'s and 5 ♣'s
- = Opener is MAX with 2 ♠'s and 5 ♦'s
- = Opener is MAX with 2 ♠'s and 5 ♥'s
- = Opener is MIN with 3+ ♠'s
- = Opener is MAX with 2 ♠'s
- = Opener is MAX with 3+ ♠'s
- = Responder is GI with 5 ♠'s and 4+ ♣'s
- = Responder is GI with 5 ♠'s and 4+ ♦'s
- = Responder is GF with 5 ♠'s and 4+ ♣'s
- = Responder is GF with 5 ♠'s and 4+ ♦'s
- = Responder is GF and 5-3-3-2
- = RKCB on ♠'s
- = Responder is GF with 6+ ♠'s
- = Responder is SI and 5-3-3-2
- = "Superfit" via cue bid. Opener is MAX with 4/5 ♠'s

Now consider the other possible bids when Responder has at least GI points:

- 1NT-2♠-
- |—2NT-
 - |—Pass
 - |—3♣-
 - |—3♦-
 - |—3♥/♠
 - |—3♦
 - |—3♥
 - |—3♠
 - |—3NT
 - |—4♣
 - |—3♣-
 - |—3♦-
 - |—3♥-
 - |—3♠/NT
 - |—3♥
 - |—3♠
 - |—3NT
 - |—4♣
- = MAX/MIN enquiry. Responder has no 4+ major
 - = Opener is MIN
 - = Responder is balanced and GI
 - = Responder has 5+ ♦'s, 4+ ♣'s and a 3-card major (GF)
 - = What is your 3-card major?
 - = ♥'s/♠'s
 - = Responder has 5+ ♦'s and 4+ ♣'s but no 3-card major (GF)
 - =
 - = Responder has 6+ ♦'s and < 4 ♣'s (GF)
 - = Responder is balanced and GF
 - = RKC on ♦'s
 - = Opener is MAX
 - = Responder has 5+ ♦'s, 4+ ♣'s and a 3-card major (GF)
 - = What is your 3-card major?
 - = ♥'s/♠'s
 - = Responder has 5+ ♦'s and 4+ ♣'s but no 3-card major (GF)
 - = Responder has 6+ ♦'s and < 4 ♣'s (GF)
 - = Responder is balanced and GF
 - = RKC on ♦'s

- 1NT-2NT-
- |—3♣-
 - |—3♦-
 - |—3♥-
 - |—3♠/NT
 - |—3♥
 - |—3♠
 - |—3NT
 - |—4♦
- = Transfer to ♣'s. Responder has 5+ ♣'s and no 4+ major
 - = As requested
 - = Responder has 5+ ♣'s, 4 ♦'s and a 3-card major (GF)
 - = What is your 3-card major?
 - = ♥'s/♠'s
 - = Responder has 5+ ♣'s and 4 ♦'s but no 3-card major (GF)
 - =
 - = Responder has 6+ ♣'s and < 4 ♦'s (GF)
 - = RKC on ♣'s

- 1NT-3♣-
- |—Pass
 - |—3♥
 - |—3♠
 - |—3NT/5♣
- = Responder has 5+ ♣'s and is unbalanced (GI)
 - = Opener is MIN
 - = Opener is MAX with 5 ♥'s
 - = Opener is MAX with 5 ♠'s
 - = To play

- 1NT-3♦-
- |—Pass
 - |—3♥
 - |—3♠
 - |—3NT/5♦
- = Responder has 5+ ♦'s and is unbalanced (GI)
 - = Opener is MIN
 - = Opener is MAX with 5 ♥'s
 - = Opener is MAX with 5 ♠'s
 - = To play

Summary of Responder's first bid to Opener's 1NT

Responder is WEAK:

- With long ♦'s/♥'s/♠'s/♣'s bid 2♣/2♦/2♥/2NT else Pass

Responder is GI

- With a 5+ suit of ♣'s/♦'s and unbalanced bid 3♣/3♦ else
- With 6+ ♥'s/♠'s and < 4 ♠'s/♥'s bid 3♥/3♠ else
- With 5 ♥'s/♠'s and < 4 ♠'s/♥'s bid 2♦/2♥ else
- With a single 4-card major or with two 4+ majors bid 2♣ else
- If balanced or the longest suit is ♦'s bid 2♠ else
- (implies 5+ ♣'s) bid 2NT

Responder is GF/SI

- With 5+ ♥'s/♠'s and < 4 ♠'s/♥'s bid 2♦/2♥ else
- With a single 4-card major or with two 4+ majors bid 2♣ else
- If balanced or the longest suit is ♦'s bid 2♠ else
- (implies 5+ ♣'s) bid 2NT

Responder can, with sufficient HCP, of course, bid 3NT, 4♣ or 4NT. Usually with a 4-3-3-3 shape and a 4-card major it will be preferable to bid 3NT instead of investigating for the major fit.

If the opening 1NT is doubled then the Houdini mechanism is used as follows. Note that it is assumed that the opposition make no further bids:

1NT-(X)-

—Pass-	= Requires Opener to XX
—XX-	= As requested
—Pass	= To play, Responder has 8+ HCP
—2♣-	= Responder has 4 ♣'s
—2♦	= Opener has 4+ ♦'s and denies 3 ♣'s
—2♥	= Opener has 4+ ♥'s and denies 3 ♣'s or 4 ♦'s
—2♠	= Opener has 4+ ♠'s and denies 3 ♣'s or 4 ♦'s / ♥'s
—2♦-	= Responder has 4 ♦'s and denies 4 ♣'s
—2♥	= Opener has 4+ ♥'s and denies 3 ♦'s
—2♠	= Opener has 4+ ♠'s and denies 3 ♦'s or 4 ♥'s
—2♥-	= Responder has 4 ♥'s and denies 4 ♣'s or 4 ♦'s
—2♠	= Opener has 4+ ♠'s and denies 3 ♥'s
—2♣	= Responder has 4 ♠'s and is 4-3-3-3
—XX-	= Responder is weak with a 5+ minor
—2♣-	= Conventional bid
—Pass	= Responder has ♣'s
—2♦	= Responder has ♦'s
—2♣/2♦/2♥/3♣/3♦/3NT/4♣	= Standard bids ignoring the X

1NT-(P)-P-(X)-P-(P)-

- |—Pass = To play, Responder has 8+ HCP
- |—XX- = Responder is weak with a 5+ minor
- |—2♣- = Conventional bid
- |—Pass = Responder has ♣'s
- |—2♦ = Responder has ♦'s
- |—2♣- = Responder has 4 ♣'s
- |—2♦ = Opener has 4+ ♦'s and denies 3 ♣'s
- |—2♥ = Opener has 4+ ♥'s and denies 3 ♣'s or 4 ♦'s
- |—2♠ = Opener has 4+ ♠'s and denies 3 ♣'s or 4 ♦'s / ♥'s
- |—2♦- = Responder has 4 ♦'s and denies 4 ♣'s
- |—2♥ = Opener has 4+ ♥'s and denies 3 ♦'s
- |—2♠ = Opener has 4+ ♠'s and denies 3 ♦'s or 4 ♥'s
- |—2♥- = Responder has 4 ♥'s and denies 4 ♣'s or 4 ♦'s
- |—2♠ = Opener has 4+ ♠'s and denies 3 ♥'s
- |—2♠ = Responder has 4 ♠'s and is 4-3-3-3
- |—Others = Game force

If there is suit intervention (WHICH GUARANTEES A HOLDING IN THE SUIT BID) then we use the Lebensohl convention as follows:

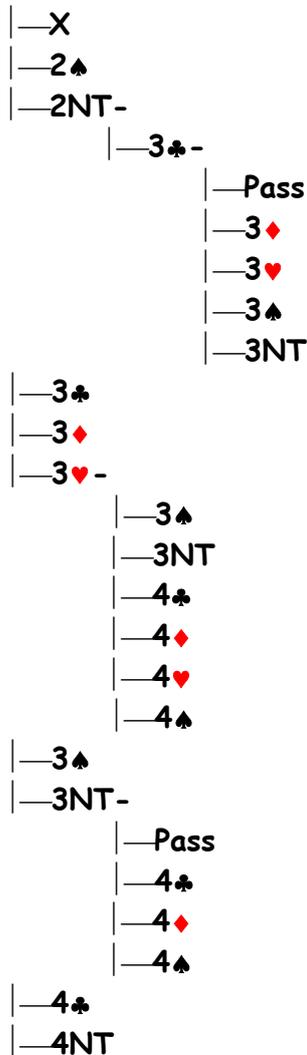
1NT-(2♣)-

- |—X = Overcaller has ♣'s
- |—2♦ = Penalty
- |—2♥ = Weak with 5+ ♥'s (NF)
- |—2♠ = Weak with 5+ ♠'s (NF)
- |—2NT- = Weak with 5+ ♠'s (NF)
- |—2NT- = Forcing Opener to bid 3♣
- |—3♣- = Lebensohl relay bid
- |—3♦- = Promissory Stayman and a ♣ stop
- |—3♥ = Opener has 4 ♥'s and possibly 4 ♠'s
- |—3♠ = Opener has 4 ♠'s and denies 4 ♥'s
- |—3NT = Opener denies a 4+ major
- |—3♥ = ♣ stop with 5+ ♥'s (GI)
- |—3♠ = ♣ stop with 5+ ♠'s (GI)
- |—3NT = To play. Responder has ♣'s stopped
- |—3♣- = Promissory Stayman, 9+ HCP and NO ♣ stop
- |—3♦ = Opener denies both a 4+ major and a ♣ stop
- |—3♥ = Opener has 4 ♥'s and possibly 4 ♠'s
- |—3♠ = Opener has 4 ♠'s and denies 4 ♥'s
- |—3NT = Opener denies a 4+ major but has a ♣ stop
- |—3♦ = Strong with 5+ ♦'s (GF)
- |—3♥ = Strong with 5+ ♥'s (GF)
- |—3♠ = Strong with 5+ ♠'s (GF)
- |—3NT- = Strong, NO 4+ major and NO ♣ stop (GF)
- |—Pass = Opener has ♣'s stopped
- |—4♦ = Opener has 4+ ♦'s but NO ♣ stop
- |—4♥ = Opener has 5 ♥'s
- |—4♠ = Opener has 5 ♠'s
- |—4♣ = Roman Gerber for Aces
- |—4NT = Asking Opener to bid 6NT if MAX

1NT-(2♦)-

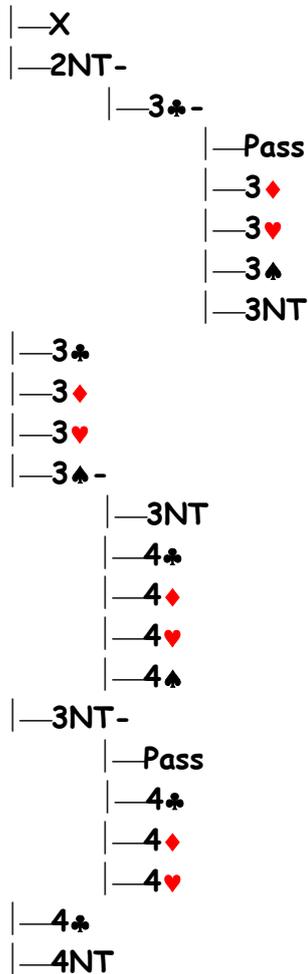
—X	= Overcaller has ♦'s
—2♥	= Penalty
—2♠	= Weak with 5+ ♥'s (NF)
—2NT-	= Weak with 5+ ♠'s (NF)
—3♣-	= Forcing Opener to bid 3♣
—Pass	= Lebensohl relay bid
—3♦-	= Weak with 5+ ♣'s
—3♥	= Promissory Stayman and a ♦ stop
—3♠	= Opener has 4 ♥'s and possibly 4 ♠'s
—3NT	= Opener has 4 ♠'s and denies 4 ♥'s
—3♥	= Opener denies a 4+ major
—3♠	= ♦ stop with 5+ ♥'s (GI)
—3NT	= ♦ stop with 5+ ♠'s (GI)
—3♣	= To play. Responder has ♦'s stopped
—3♦-	= Strong with 5+ ♣'s (GF)
—3♥	= Promissory Stayman, 9+ HCP and NO ♦ stop
—3♠	= Opener has 4 ♥'s and possibly 4 ♠'s
—3NT	= Opener has 4 ♠'s and denies 4 ♥'s
—4♣	= Opener denies a 4+ major but has a ♦ stop
—5♣	= Opener denies both a 4+ major and a ♦ stop
—3♥	= To play
—3♠	= Strong with 5+ ♥'s (GF)
—3NT-	= Strong with 5+ ♠'s (GF)
—Pass	= Strong, no 4+ major and NO ♦ stop (GF)
—4♣	= Opener has ♦'s stopped
—4♥	= Opener has 4+ ♣'s & NO ♦ stop
—4♠	= Opener has 5 ♥'s
—4♣	= Opener has 5 ♠'s
—4NT	= Roman Gerber for Aces
	= Asking Opener to bid 6NT if MAX

1NT-(2♥)-



- = Overcaller has ♥'s
- = Penalty
- = Weak with 5+ ♠'s (NF)
- = Forcing Opener to bid 3♣
- = Lebensohl relay bid
- = Weak with 5+ ♣'s
- = Weak with 5+ ♦'s
- = Responder has 4 ♠'s and a ♥ stop (GI)
- = ♥ stop with 5+ ♠'s (GI)
- = To play. Responder has ♥'s stopped
- = Strong with 5+ ♣'s (GF)
- = Strong with 5+ ♦'s (GF)
- = Responder has 4 ♠'s, 9+ HCP but NO ♥ stop
- = Opener has 4 ♠'s and is MIN
- = Opener denies 4 ♠'s but has a ♥ stop
- = Opener is MIN with 4+ ♣'s but NO ♥ stop
- = Opener is MIN with 4+ ♦'s but NO ♥ stop
- = Choose your best Minor (5♣/♦)
- = Opener has 4 ♠'s and is MAX
- = Strong with 5+ ♠'s (GF)
- = Strong, < 4 ♠'s and NO ♥ stop (GF)
- = Opener has ♥'s stopped
- = Opener is MIN with 4+ ♣'s but NO ♥ stop
- = Opener is MIN with 4+ ♦'s but NO ♥ stop
- = Opener has 5 ♠'s
- = Roman Gerber for Aces
- = Asking Opener to bid 6NT if MAX

1NT-(2♠)-



- = Overcaller has ♠'s
- = Penalty
- = Forcing Opener to bid 3♣
- = Lebensohl relay bid
- = Weak with 5+ ♣'s
- = Weak with 5+ ♦'s
- = Weak with 5+ ♥'s
- = Responder has 4 ♥'s and a ♠ stop
- = To play. Responder has ♠'s stopped
- = Strong with 5+ ♣'s (GF)
- = Strong with 5+ ♦'s (GF)
- = Strong with 5+ ♥'s (GF)
- = Responder has 4 ♥'s, 9+ HCP but NO ♠ stop
- = Opener denies 4 ♥'s but has a ♠ stop
- = Opener is MIN with 4+ ♣'s but NO ♠ stop
- = Opener is MIN with 4+ ♦'s but NO ♠ stop
- = Opener has 4 ♥'s
- = Choose your best Minor (5♣/♦)
- = Strong, < 4 ♥'s and NO ♠ stop (GF)
- = Opener has ♠'s stopped
- = Opener is MIN with 4+ ♣'s but NO ♠ stop
- = Opener is MIN with 4+ ♦'s but NO ♠ stop
- = Opener has 5 ♥'s
- = Roman Gerber for Aces
- = Asking Opener to bid 6NT if MAX

(e) Responses to opening 2♣/♦

- 2♣- = 11-16 HCP, 6+ ♣'s & no other 4+ suit or 15-16 HCP, 5+ ♣'s & at least 1 other 4+ suit
- |—Pass = 0-5 HCP
 - |—2♦ = 8+ HCP, conventional and requesting further information
 - |—2♥ = 6-7 HCP, NF, 5+ ♥'s and no tolerance for ♣'s
 - |—2♠ = 6-7 HCP, NF, 5+ ♠'s and no tolerance for ♣'s
 - |—2NT = Game force and 3+ ♣'s
 - |—3/4/5♣ = weak, pre-emptive
 - |—3♦ = 6-7 HCP, NF, 6+ ♦'s and no tolerance for ♣'s
 - |—3NT = 12-13 HCP, balanced

- 2♣- = 11-16 HCP and at least 5 ♣'s (♣'s longest suit, fewer ♦'s than ♣'s)
- |—2♦- = 8+ HCP, conventional and requesting further information
 - |—2♥ = 15-16 HCP, 5+ ♣'s and 4 ♥'s, all continuations natural
 - |—2♠ = 15-16 HCP, 5+ ♣'s and 4 ♠'s, all continuations natural
 - |—2NT = 15-16 HCP and 6+ ♣'s (no other 4+ suit)
 - |—3♣ = 11-14 HCP and 6+ ♣'s (no other 4+ suit)
 - |—3♦ = 15-16 HCP, 5+ ♣'s and 4 ♦'s, all continuations natural
 - |—3♥ = 15-16 HCP, 6+ ♣'s and 5+ ♥'s, all continuations natural
 - |—3♠ = 15-16 HCP, 6+ ♣'s and 5+ ♠'s, all continuations natural
 - |—4♦ = 15-16 HCP, 6+ ♣'s and 5+ ♦'s, all continuations natural

- 2♣- = 11-16 HCP and at least 5 ♣'s (♣'s longest suit, fewer ♦'s than ♣'s)
- |—2NT- = Game force and 3+ ♣'s
 - |—3♣ = 11-14 HCP, 6+ ♣'s and denies any 1st/2nd round control outside ♣'s
 - |—3♦/♥/♠ = Lowest first or second round control
 - |—3NT = 15-16 HCP, 5 ♣'s and denies any 1st/2nd round control outside ♣'s
 - |—4♣ = 15-16 HCP, 6+ ♣'s and denies any 1st/2nd round control outside ♣'s

- 2♣-(X)-
- |—XX = 10+ HCP and 3+ ♣'s
 - |—Other bids = Standard responses as at top of page

- 2♣-(2 of suit)-
- |—Pass = 0-5 HCP
 - |—New Suit = 5+ suit, natural and non-forcing and < 3 ♣'s
 - |—X = 8+ HCP, the conventional relay bid
 - |—2NT = Game force and 3+ ♣'s
 - |—Oppⁿ Suit = 12+ HCP, seeking more info, with a stop bid NT
 - |—3/4/5 ♣'s = weak and pre-emptive

- 2♣-(2NT or higher)-
- |—Pass = 0-7 HCP
 - |—New Suit = 5+ suit, natural and FORCING
 - |—X = 8+ HCP
 - |—Oppⁿ Suit = Game force in ♣'s
 - |—3/4/5 ♣'s = weak and pre-emptive

- 2♦- = 11-16 HCP, 6+ ♦'s & no other 4+ suit or 15-16 HCP, 5+ ♦'s & at least 1 other 4+ suit
- |—Pass = 0-5 HCP
- |—2♥ = 8+ HCP, conventional & requesting further information
- |—2♠ = 6-7 HCP, NF, 5+ ♠'s and no tolerance for ♦'s
- |—2NT = Game force and 3+ ♦'s
- |—3♣ = 6-7 HCP, NF, 6+ ♣'s and no tolerance for ♦'s
- |—3/4/5♦ = weak, pre-emptive
- |—3♥ = 6-7 HCP, NF, 6+ ♥'s and no tolerance for ♦'s
- |—3NT = 12-13 HCP, balanced

- 2♦- = 11-16 HCP and at least 5 ♦'s (♦'s longest suit)
- |—2♥- = 8+ HCP, conventional and requesting further information
- |—2♠ = 15-16 HCP, 5+ ♦'s and 4 ♠'s, all continuations natural
- |—2NT = 15-16 HCP and 6+ ♦'s (no other 4+ suit)
- |—3♣ = 15-16 HCP, 5+ ♦'s and 4 ♣'s, all continuations natural
- |—3♦ = 11-14 HCP and 6+ ♦'s (no other 4+ suit)
- |—3♥ = 15-16 HCP, 5+ ♦'s and 4 ♥'s, all continuations natural
- |—3♠ = 15-16 HCP, 6+ ♦'s and 5+ ♠'s, all continuations natural
- |—4♣ = 15-16 HCP, 6+ ♦'s and 5+ ♣'s, all continuations natural
- |—4♥ = 15-16 HCP, 6+ ♦'s & 5+ ♥'s, all continuations natural

- 2♦- = 11-16 HCP and at least 5 ♦'s (♦'s longest suit)
- |—2NT- = Game force and 3+ ♦'s
- |—3♣/♥/♠ = Lowest first or second round control
- |—3♦ = 11-14 HCP, 6+ ♦'s and denies any 1st/2nd round control outside ♦'s
- |—3NT = 15-16 HCP, 5 ♦'s and denies any 1st/2nd round control outside ♦'s
- |—4♦ = 15-16 HCP, 6+ ♦'s and denies any 1st/2nd round control outside ♦'s

- 2♦-(X)-
- |—XX = 10+ HCP and 3+ ♦'s
- |—Other bids = Standard responses as at top of page

- 2♦-(2 of suit)-
- |—Pass = 0-5 HCP
- |—New Suit = 5+ suit, natural and non-forcing and < 3 ♦'s
- |—X = 8+ HCP, the conventional relay bid
- |—2NT = Game force and 3+ ♦'s
- |—Oppⁿ Suit = 12+ HCP, seeking more info, with a stop bid NT
- |—3/4/5 ♦'s = weak and pre-emptive

- 2♦-(2NT or higher)-
- |—Pass = 0-7 HCP
- |—New Suit = 5+ suit, natural and FORCING
- |—X = 8+ HCP
- |—Oppⁿ Suit = Game force in ♦'s
- |—3/4/5 ♦'s = weak and pre-emptive

(f) Responses to opening 2♥ or 2♠

Reminder of requirements for 2♥ or 2♠ - 6-10 HCP (6-8 HCP = MIN and 9-10 HCP = MAX)
6+ suit. (< 2 honours {AKQ} = MIN else MAX)
5 or 6 playing tricks
Usually denies a 4+ suit in the other major

Continuations

2♥ - = 6-10 HCP, 6+ ♥'s and usually < 4 ♠'s

- |—Pass
- |—2♠ = invitational, 6+ ♠'s and void or singleton in ♥'s
- |—2NT- = OGUST convention
 - |—3♣ = 6-8 HCP and < 2 honours (MIN and MIN)
 - |—3♦ = 6-8 HCP and 2 honours (MIN and MAX)
 - |—3♥ = 9-10 HCP and < 2 honours (MAX and MIN)
 - |—3♠ = 9-10 HCP and 2 honours (MAX and MAX)
 - |—3NT = set-up suit (AKQxxx or better)
- |—3♣ = invitational, 6+ ♣'s and void or singleton in ♥'s
- |—3♦ = invitational, 6+ ♦'s and void or singleton in ♥'s
- |—3♥ = pre-emptive
- |—3NT = to play
- |—4♥ = pre-emptive (Strong bid via 2NT)

2♠ - = 6-10 HCP, 6+ ♠'s and usually < 4 ♥'s

- |—Pass
- |—2NT- = OGUST convention
 - |—3♣ = 6-8 HCP and < 2 honours (MIN and MIN)
 - |—3♦ = 6-8 HCP and 2 honours (MIN and MAX)
 - |—3♥ = 9-10 HCP and < 2 honours (MAX and MIN)
 - |—3♠ = 9-10 HCP and 2 honours (MAX and MAX)
 - |—3NT = set-up suit (AKQxxx or better)
- |—3♣ = invitational, 6+ ♣'s and void or singleton in ♠'s
- |—3♦ = invitational, 6+ ♦'s and void or singleton in ♠'s
- |—3♥ = invitational, 6+ ♥'s and void or singleton in ♠'s
- |—3♠ = pre-emptive
- |—3NT = to play
- |—4♠ = pre-emptive (Strong bid via 2NT)

If Opener's response to the OGUST enquiry is MAX or Set-up then any subsequent other suit bid by Responder below game level is a 1st or 2nd round control cue bid.

Continuations following intervention:

2♥ - (2♠) -

- |—Pass
- |—X = Penalty
- |—2NT = OGUST convention (as previous)
- |—3♣ = invitational with 6+ ♣'s and void or singleton in ♥'s
- |—3♦ = invitational with 6+ ♦'s and void or singleton in ♥'s
- |—3♥ = pre-emptive
- |—3♠ = asking for a ♠ stop
- |—3NT = to play
- |—4♥ = pre-emptive (Strong bid via 2NT)

2♥/2♠ - (X) -

- |—Pass
- |—2NT = OGUST convention (as previous)
- |—3♣ = invitational with 6+ ♣'s and void or singleton in ♥'s/♠'s
- |—3♦ = invitational with 6+ ♦'s and void or singleton in ♥'s/♠'s
- |—3♥/♠ = pre-emptive
- |—3♠/♥ = invitational with 6+ suit and void or singleton in ♠'s/♥'s
- |—3NT = to play
- |—4♥/♠ = pre-emptive (Strong bid via 2NT)

2♥/2♠ - (3♣ or 3♦ or 2♠/3♥) -

- |—Pass
- |—X = Penalty
- |—3 or 4 ♥/♠ = pre-emptive
- |—3NT = to play
- |—Other bid = forcing

2♥/2♠ - (P) - 2NT -

- |—(X) -
 - |—3♣ = 6-8 HCP and < 2 honours (MIN and MIN)
 - |—3♦ = 6-8 HCP and 2 honours (MIN and MAX)
 - |—3♥ = 9-10 HCP and < 2 honours (MAX and MIN)
 - |—3♠ = 9-10 HCP and 2 honours (MAX and MAX)
 - |—3NT = set-up suit (AKQxxx or better)
- |—(3 of suit) -
 - |—Pass = 6-8 HCP and < 2 honours (MIN and MIN)
 - |—X = Opener is MAX (Can be passed for penalties)
 - |—next bid = 6-8 HCP and 2 honours (MIN and MAX)
 - |—next bid but 1 = 9-10 HCP and < 2 honours (MAX and MIN)
 - |—next bid but 2 = 9-10 HCP and 2 honours (MAX and MAX)
 - |—4♥/♠ = set-up suit (AKQxxx or better)

(g) Responses to opening 2NT

2NT-	= 6-10 HCP with 5+ ♣'s and 5+ ♦'s
—Pass/3♣/3♦/3NT/4♥/4♠/5♣/5♦	= To play
—3♥/♠	= Weak with 6+ suit & no tolerance for ♣'s / ♦'s
—4♣/♦	= Bid game with a MAX (9-10 HCP)
—4NT	= Asking for Aces (5♣ = 0, 5♦ = 1, 5♥ = 2)

(h) Responses to opening 3♣ or 3♦ or 3♥ or 3♠

3♣-	= 5-10 HCP, 7+ suit and 2 of AKQ
—Pass	
—3♦	= natural and forcing for 1 round
—3♥	= natural and forcing for 1 round
—3♠	= natural and forcing for 1 round
—3NT	= to play
—4♣	= pre-emptive

3♦-	= 5-10 HCP, 7+ suit and 2 of AKQ
—Pass	
—3♥	= natural and forcing for 1 round
—3♠	= natural and forcing for 1 round
—3NT	= to play
—4♣	= natural and forcing for 1 round
—4♦	= pre-emptive

3♥-	= 5-10 HCP, 7+ suit and 2 of AKQ
—Pass	
—3♠	= natural and forcing for 1 round
—3NT	= to play
—4♣	= natural and forcing for 1 round
—4♦	= natural and forcing for 1 round
—4♥	= pre-emptive

3♠-	= 5-10 HCP, 7+ suit and 2 of AKQ
—Pass	
—3NT	= to play
—4♣	= natural and forcing for 1 round
—4♦	= natural and forcing for 1 round
—4♥	= natural and forcing for 1 round
—4♠	= pre-emptive

(i) Responses to opening 3NT

3NT-	= Solid 7+ minor suit
—Pass	
—4♣	= to play or correct to 4♦
—4♦-	= which is your minor?
—4♥	= ♣'s is the minor
—4♠-	= ♦'s is the minor
—4NT	= RKCB in the minor indicated
—5♣	= to play or correct to 5♦

(j) Responses to opening 4♣ or 4♦

NAMYATS which requests Responder to bid 4♥/4♠.

Opener has either:

A 7-card solid suit (AKQxxxx min) + outside ace

or

An 8-card semi-solid suit (AQJxxxxx/KQJxxxxx) + outside ace

or

An 8-card solid suit having no outside ace

4♣-	= requests Responder to bid 4♥
—4♦-	= requests more information
—4♥	= 1 Ace
—4NT	= 2 Aces
—4♥	= no interest above Opener's request
4♦-	= requests Responder to bid 4♠
—4♥-	= requests more information
—4♠	= 1 Ace
—4NT	= 2 Aces
—4♠	= no interest above Opener's request

Slam Bidding

Suit slams will be via Roman Key Card Blackwood (RKCB) or "Roman Gerber" (4♣ ask) or cue bidding

NT slams will be via "Roman Gerber" (4♣ ask)

Roman Key Card Blackwood

Rather than use the standard 4NT bid as the Key Card asking bid we use a bid at the 4-level of one above the agreed (either directly or implicitly) trump suit. Usually but not always this will be a JUMP bid.

With ♣'s as the agreed trump suit:-

4♦-	= RKCB agreeing ♣'s as trumps
—4♥	= 0 or 3 Key Cards
—4♠	= 1 or 4 Key Cards
—4NT	= 2 or 5 Key Cards without Q of trumps
—5♣	= 2 or 5 Key Cards and Q of trumps
—5♦	= 2 Key Cards and useful void

With ♦'s as the agreed trump suit:-

4♥-	= RKCB agreeing ♦'s as trumps
—4♠	= 0 or 3 Key Cards
—4NT	= 1 or 4 Key Cards
—5♣	= 2 or 5 Key Cards without Q of trumps
—5♦	= 2 or 5 Key Cards and Q of trumps
—5♥	= 2 Key Cards and useful void

With ♥'s as the agreed trump suit:-

4♠-	= RKCB agreeing ♥'s as trumps
—4NT	= 0 or 3 Key Cards
—5♣	= 1 or 4 Key Cards
—5♦	= 2 or 5 Key Cards without Q of trumps
—5♥	= 2 or 5 Key Cards and Q of trumps
—5♠	= 2 Key Cards and useful void

With ♠'s as the agreed trump suit:-

4NT-	= RKCB agreeing ♠'s as trumps
—5♣	= 0 or 3 Key Cards
—5♦	= 1 or 4 Key Cards
—5♥	= 2 or 5 Key Cards without Q of trumps
—5♠	= 2 or 5 Key Cards and Q of trumps
—5NT	= 2 Key Cards and useful void

Continuations assuming 'responder' has NOT shown 2 Key cards and useful void:

With ♣'s as the agreed trump suit:-

5♦-	= Ask for Kings, guarantees joint holding all 5 Key Cards or 4 & Q of trumps
—5♥	= 0 or 3 Kings
—5♠	= 1 King
—5NT	= 2 Kings

With ♦'s as the agreed trump suit:-

5♥-	= Ask for Kings, guarantees joint holding all 5 Key Cards or 4 & Q of trumps
—5♠	= 0 or 3 Kings
—5NT	= 1 King
—6♣	= 2 Kings

With ♥'s as the agreed trump suit:-

5♠-	= Ask for Kings, guarantees joint holding all 5 Key Cards or 4 & Q of trumps
—5NT	= 0 or 3 Kings
—6♣	= 1 King
—6♦	= 2 Kings

With ♠'s as the agreed trump suit:-

5NT-	= Ask for Kings, guarantees joint holding all 5 Key Cards or 4 & Q of trumps
—6♣	= 0 or 3 Kings
—6♦	= 1 King
—6♥	= 2 Kings

With ♣'s as the agreed trump suit:-

4♦-	= RKCB agreeing ♣'s as trumps
—4♥-	= 0 or 3 Key Cards
—4♠-	= Asks for Q of trumps
—5♣	= denies the Q
—5♦/5♥/5♠	= King of bid suit & Q of trumps
—5NT	= has Q, no King but extra trump or other Q
—6♣	= Q of trumps but no other added value

4♦-	= RKCB agreeing ♣'s as trumps
—4♠-	= 1 or 4 Key Cards
—4NT-	= Asks for Q of trumps
—5♣	= denies the Q of trumps
—5♦/5♥/5♠	= King of bid suit and Q of trumps
—5NT	= has Q, no King but extra trump or other Q
—6♣	= Q of trumps but no other added value

With ♦'s as the agreed trump suit:-

4♥-
 |—4♠-
 |—4NT-
 |—5♦
 |—5♥/5♠/6♣
 |—5NT
 |—6♦

= RKCB agreeing ♦'s as trumps
 = 0 or 3 Key Cards
 = Asks for Q of trumps
 = denies the Q
 = King of bid suit and Q of trumps
 = has Q, no King but extra trump or other Q
 = Q of trumps but no other added value

4♥-
 |—4NT-
 |—5♣-
 |—5♦
 |—5♥/5♠/6♣
 |—5NT
 |—6♦

= RKCB agreeing ♦'s as trumps
 = 1 or 4 Key Cards
 = Asks for Q of trumps
 = denies the Q of trumps
 = King of bid suit and Q of trumps
 = has Q, no King but extra trump or other Q
 = Q of trumps but no other added value

With ♥'s as the agreed trump suit:-

4♠-
 |—4NT-
 |—5♣-
 |—5♥
 |—5♠/6♣/6♦
 |—5NT
 |—6♥

= RKCB agreeing ♥'s as trumps
 = 0 or 3 Key Cards
 = Asks for Q of trumps
 = denies the Q
 = King of bid suit and Q of trumps
 = has Q, no King but extra trump or other Q
 = Q of trumps but no other added value

4♠-
 |—5♣-
 |—5♦-
 |—5♥
 |—5♠/6♣/6♦
 |—5NT
 |—6♥

= RKCB agreeing ♥'s as trumps
 = 1 or 4 Key Cards
 = Asks for Q of trumps
 = denies the Q of trumps
 = King of bid suit and Q of trumps
 = has Q, no King but extra trump or other Q
 = Q of trumps but no other added value

With ♠'s as the agreed trump suit:-

4NT-
 |—5♣-
 |—5♦-
 |—5♠
 |—6♣/6♦/6♥
 |—5NT
 |—6♠

= RKCB agreeing ♠'s as trumps
 = 0 or 3 Key Cards
 = Asks for Q of trumps
 = denies the Q
 = King of bid suit and Q of trumps
 = has Q, no King but extra trump or other Q
 = Q of trumps but no other added value

4NT-

5♦	-
5♥	-
5♠	
6♣/6♦/6♥	
5NT	
6♠	

- = RKCB agreeing ♠'s as trumps
- = 1 or 4 Key Cards
- = Asks for Q of trumps
- = denies the Q of trumps
- = King of bid suit and Q of trumps
- = has Q, no King but extra trump or other Q
- = Q of trumps but no other added value

If there is ambiguity a bid of 4NT can always be used as RKCB whatever the suit but it needs to be remembered that if the suit is not ♠'s care needs to be taken else the partnership could be forced to the slam missing two Key Cards.

"Roman Gerber"

A possible difficulty in using the bid is to determine when this is "Roman Gerber" and when it is natural. It is "Roman Gerber" if

- No trump suit has been agreed either directly or implicitly.
- There is a JUMP to 4♣ and ♣'s is NOT the agreed trump suit.

Examples:

- | | |
|---------------------|------------------|
| 1. 1/2NT- 4♣ | ("Roman Gerber") |
| 2. 1/2♠- 4♣ | ("Roman Gerber") |
| 3. 1♥ - 2♦ - 4♣ | ("Roman Gerber") |
| 4. 2♦ - 4♣ | ("Roman Gerber") |
| 5. 1♠- 2♦ - 2♠ - 4♣ | ("Roman Gerber") |
| 6. 2♣- 4♣ | (Natural) |
| 7. 1♠- 2♥ - 3♦ - 4♣ | (Natural) |

4♣-		
4♦	-	= 3 or 0 Aces
4♥	-	= 4 or 1 Ace
4♠	-	= 2 Aces

Continuations

5♣	= to play (4♣ was natural)	
4NT-		
5♣	-	= 3 or 0 Kings
5♦	-	= 4 or 1 King
5♥	-	= 2 Kings
5NT-		
6♣	-	= 3 or 0 Queens
6♦	-	= 4 or 1 Queen
6♥	-	= 2 Queens

If the initiator wants to 'escape' to 4NT then the lowest unbid natural suit is bid after any of the conventional responses as is indicated by the following example:

1♠-2♦-4♣-

|—4♦-

|—4♥-

|—4♠-

|—4NT

= "Roman Gerber" agreeing ♦'s

= 3 or 0 Aces

= lowest unbid suit, no slam and 4NT is the destination

= ok partner, you bid 4NT

= final contract

Cue-Bidding

When a trump suit has been agreed and the partnership is committed to game all new suit bids are cue bids. They suggest the possibility of a slam and invite partner to co-operate in the exploration of the slam.

Guidelines applied to Cue Bids

There are 5 basic rules with regarding cue bids, they are-

- (a) Cue bidding should only commence if there is reason to believe that slam is a good prospect.
- (b) Once partner has made a cue bid you are required to show a control below game level, if you have one. If you have to show it above the game level then you are entitled to use your judgement (at least that is what 'we' will say during the post-mortem!)
- (c) The 1st cue bid in a suit will show 1st or 2nd round control (Ace or a void or King or singleton).
- (d) If a suit is bypassed it usually denies a control in that suit. (The Principle of Economy)
- (e) Cue bidding should not be used if the information required can be obtained from "Roman Gerber" or Roman Key Card Blackwood.

Pinpoint ASTRO defence to opposition's 1NT

This applies either to a direct overcall, (1NT)-, or to the sequence (1NT) - P - (P) -. The Overcaller will usually be at least 4/5 in the 2 suits indicated but the bid can also be made when 4/4 if most of the HCP's lie in the 2 suits.

(1NT)-2♣-	= 10-14 HCP with ♣'s and ♥'s
—Pass	= weak with ♣'s better than ♥'s
—2♦	= weak with 6+ ♦'s and no tolerance for ♣'s or ♥'s
—2♥	= weak with 3+ ♥'s
—2♠	= weak with 6+ ♠'s and no tolerance for ♣'s or ♥'s
—2NT	= 12-13 HCP no tolerance for ♣'s or ♥'s with ♦ and ♠ controls
—3♣	= 10+ HCP and 4+ ♣'s and game invite
—3♦	= 10+ HCP and 6+ ♦'s and no tolerance for ♣'s and ♥'s, game invite
—3♥	= game invite in ♥'s
—3♠	= 10+ HCP and 6+ ♠'s and no tolerance for ♣'s and ♥'s, game invite
—3NT	= 14+ HCP to play
—4♥	= shut out
—5♣	= shut out

(1NT)-2♦-	= 10-14 HCP with ♦'s and ♥'s
—Pass	= weak with ♦'s better than ♥'s
—2♥	= weak with 3+ ♥'s
—2♠	= weak with 6+ ♠'s and no tolerance for ♦'s or ♥'s
—2NT	= 12-13 HCP no tolerance for ♦'s or ♥'s with ♣ and ♠ controls
—3♣	= weak 6+ ♣'s and no tolerance for ♦'s or ♥'s
—3♦	= 10+ HCP and 4+ ♦'s and game invite
—3♥	= 10+ HCP and 4+ ♥'s, game invite in ♥'s
—3♠	= 10+ HCP and 6+ ♠'s and no tolerance for ♦'s or ♥'s, game invite
—3NT	= 14+ HCP to play
—4♥	= shut out
—5♦	= shut out

(1NT)-2♥-	= 10-14 HCP with ♥'s and ♠'s
—Pass	= weak with ♥'s better than ♠'s
—2♠	= weak with 3+ ♠'s
—2NT	= 12-13 HCP no tolerance for ♥'s or ♠'s with ♣ and ♦ controls
—3♣	= weak with 6+ ♣'s and no tolerance for ♥'s or ♠'s
—3♦	= weak with 6+ ♦'s and no tolerance for ♥'s or ♠'s
—3♥	= 10+ HCP and 4+ ♥'s, game invite in ♥'s
—3♠	= 10+ HCP and 4+ ♠'s, game invite in ♠'s
—3NT	= 14+ HCP to play
—4♥	= shut out
—4♠	= shut out

(1NT)-2♠-	= 10-14 HCP with ♠'s and a minor (2NT asks which minor)
—Pass	= weak with ♠'s
—2NT	= enquiry for which minor
—3♣	= weak with 6+ ♣'s
—3♦	= weak with 6+ ♦'s
—3♥	= weak with 6+ ♥'s
—3♠	= 10+ HCP and 4+ ♠'s, game invite
—3NT	= to play
—4♠	= shut out

(1NT)-2NT-	= 10-14 HCP with the minors
—Pass	= no tolerance for ♣'s or ♦'s with ♥ and ♠ controls
—3♣	= weak and ♣'s better than ♦'s
—3♦	= weak and ♦'s better than ♣'s
—3♥	= weak and 6+ ♥'s and no tolerance for ♦'s or ♣'s
—3♠	= weak and 6+ ♠'s and no tolerance for ♦'s or ♣'s
—3NT	= to play
—4♣	= game invite in ♣'s
—4♦	= game invite in ♦'s
—5♣	= shut out
—5♦	= shut out

(1NT)-3♣	= 10-14 HCP and 6+ ♣'s
(1NT)-3♦	= 10-14 HCP and 6+ ♦'s
(1NT)-3♥	= 10-14 HCP and 6+ ♥'s
(1NT)-3♠	= 10-14 HCP and 6+ ♠'s
(1NT)-X	= penalty, 15+ HCP balanced <u>or</u> 12+ HCP & a 6+ solid suit with an entry in another suit

Ghestem and Extended Ghestem

The Ghestem system is used to indicate a hand with two suits when overcalling an opposition opening bid. Usually the Ghestem overcall is made on 6-14 HCP if non-vulnerable and 8-14 HCP if vulnerable. The overcaller is usually at least 5/5 in the 2 suits but can be 5/4 where the Responder can indicate preference for the 4-card suit at the 2-level.

(1♣)-3♣	= 5+ ♥'s and 5+ ♠'s
(1♦)-3♣	= 5+ ♥'s and 5+ ♠'s
(1♥)-3♣	= 5+ ♦'s and 5+ ♠'s
(1♠)-3♣	= 5+ ♦'s and 5+ ♥'s

(1 of a Suit)-2NT = 5+ and 5+ in the 2 lowest unbid suits

(1♣)-2♣	= 5+ ♦'s and 4+ ♠'s or 4+ ♦'s and 5+ ♠'s
(1♦)-2♦	= 5+ ♣'s and 4+ ♠'s
(1♥)-2♥	= 5+ ♣'s and 4+ ♠'s
(1♠)-2♠	= 5+ ♣'s and 5+ ♥'s

If the Opponents open at the 2-level then we employ the "Extended Ghestem" system as follows:

(2♣)-	= Assumes Opposition have ♣'s
—X-	= 15+ HCP
—2♦-	= 0-7 HCP
—2♥	= 15-20 HCP and 5+ ♥'s (NF)
—2♠	= 15-20 HCP and 5+ ♠'s (NF)
—2NT	= 15-20 HCP, minor-balanced with ♣ stop (S & T apply)
—3♣-	= 15+ HCP, minor-balanced and asking for a ♣ stop (F)
—3♦	= Denies a ♣ stop
—3NT	= Confirms a ♣ stop
—3♦	= 21+ HCP and 5+ ♦'s (F)
—3♥	= 21+ HCP and 5+ ♥'s (F)
—3♠	= 21+ HCP and 5+ ♠'s (F)
—3NT	= 21+ HCP, minor-balanced with ♣ stop (S & T apply)
—2♥-	= 8-11 HCP (GF)
—2♠	= 15+ HCP and 5+ ♠'s
—2NT	= 15+ HCP, minor-balanced with ♣ stop (S & T apply)
—3♣-	= 15+ HCP, minor-balanced and asking for a ♣ stop
—3♦	= Denies a ♣ stop
—3NT	= Confirms a ♣ stop
—3♦	= 15+ HCP and 5+ ♦'s
—3♥	= 15+ HCP and 5+ ♥'s
—3♠	= Spare Bid?
—3NT	= To play - has ♣'s well stopped
—2♠-	= 12+ HCP (GF)
—2NT	= 15+ HCP, minor-balanced with ♣ stop (S & T apply)
—3♣-	= 15+ HCP, minor-balanced and asking for a ♣ stop
—3♦	= denies a ♣ stop
—3NT	= confirms a ♣ stop
—3♦	= 15+ HCP and 5+ ♦'s
—3♥	= 15+ HCP and 5+ ♥'s
—3♠	= 15+ HCP and 5+ ♠'s
—3NT	= To play - has ♣'s well stopped
—3♠	= Spare Bid?
—3NT	= To play
—2♦	= 6-14 HCP and 6+ ♦'s
—2♥	= 6-14 HCP and 5+ ♥'s
—2♠	= 6-14 HCP and 5+ ♠'s
—2NT	= Ghestem at least 5-5 in ♦'s and ♥'s
—3♣	= Ghestem at least 5-5 in ♦'s and ♠'s (CUE-BID!)
—3♦	= Ghestem at least 5-5 in ♥'s and ♠'s (NORMAL 3♣ bid!)
—3♥	= Spare Bid?
—3♠	= Spare Bid?
—3NT	= To play

(2♦)-

|—X-

|—2♥-

|—2♠

|—2NT

|—3♣

|—3♦-

|—3♥

|—3NT

|—3♥

|—3♠

|—3NT

|—2♠-

|—2NT

|—3♣

|—3♦-

|—3♥

|—3NT

|—3♥

|—3♠

|—3NT

|—2NT-

|—3♣

|—3♦-

|—3♥

|—3NT

|—3♥

|—3♠

|—3NT

|—2♥

|—2♠

|—2NT

|—3♣

|—3♦

|—3♥

|—3♠

|—3NT

= Assumes Opposition have ♦'s

= 15+ HCP or 6-14 HCP with 6+ ♣'s

= 0-7 HCP

= 15-20 HCP and 5+ ♠'s

= 15-20 HCP, balanced with ♦ stop (S & T apply)

= 6-14 HCP with 6+ ♣'s

= 15+ HCP, minor-balanced and asking for a ♦ stop

= Denies a ♦ stop

= Confirms a ♦ stop

= 15+ HCP and 5+ ♥'s

= 21+ HCP and 5+ ♠'s

= 21+ HCP, minor-balanced with ♦ stop (S & T apply)

= 8-11 HCP (GF unless Partner bids 3♣)

= 15+ HCP, minor-balanced with ♦ stop (S & T apply)

= 6-14 HCP with 6+ ♣'s

= 15+ HCP, minor-balanced and asking for a ♦ stop

= Denies a ♦ stop

= Confirms a ♦ stop

= 15+ HCP and 5+ ♥'s

= 15-20 HCP and 5+ ♠'s

= To play - has ♦'s well stopped

= 12+ HCP (GF)

= 6-14 HCP with 6+ ♣'s

= 15+ HCP, minor-balanced and asking for a ♦ stop

= Denies a ♦ stop

= Confirms a ♦ stop

= 15+ HCP and 5+ ♥'s

= 15-20 HCP and 5+ ♠'s

= To play - has ♦'s well stopped

= 6-14 HCP and 5+ ♥'s

= 6-14 HCP and 5+ ♠'s

= Ghestem at least 5-5 in ♣'s and ♥'s

= Ghestem at least 5-5 in ♥'s and ♠'s

= Ghestem at least 5-5 in ♣'s and ♠'s

= Spare Bid?

= Spare Bid?

= To play

(2♥)-

|—X-

|—2♠-

|—2NT

|—3♣-

|—3♦

|—3♥-

|—3♠

|—3NT

|—3♠

|—3NT

|—2NT-

|—3♣

|—3♦

|—3♥-

|—3♠

|—3NT

|—3♠

|—3NT

|—3♣-

|—3♦

|—3♥-

|—3♠

|—3NT

|—3♠

|—3NT

|—4♣

|—2♠

|—2NT

|—3♣

|—3♦

|—3♥

|—3♠

|—3NT

= Assumes Opposition have ♥'s

= 15+ HCP or 6-14 HCP with 6+ ♣'s

= 0-7 HCP

= 15-20 HCP, minor-balanced with ♥ stop (S & T apply)

= 6-14 HCP with 6+ ♣'s

= 15+ HCP and 5+ ♦'s

= 15+ HCP, minor-balanced and asking for a ♥ stop

= denies a ♥ stop

= confirms a ♥ stop

= 15+ HCP and 5+ ♠'s

= 21+ HCP, minor-balanced with ♥ stop (S & T apply)

= 8-11 HCP (GF unless Partner bids 3♣)

= 6-14 HCP with 6+ ♣'s

= 15+ HCP and 5+ ♦'s

= 15+ HCP, minor-balanced and asking for a ♥ stop

= denies a ♥ stop

= confirms a ♥ stop

= 15+ HCP and 5+ ♠'s

= 15+ HCP, minor-balanced with ♥ stop (S & T apply)

= 13+ HCP (GF)

= 15+ HCP and 5+ ♦'s

= 15+ HCP, minor-balanced and asking for a ♥ stop

= denies a ♥ stop

= confirms a ♥ stop

= 15+ HCP and 5+ ♠'s

= 15+ HCP, minor-balanced with ♥ stop (S & T apply)

= 6-14 HCP with 6+ ♣'s

= 6-14 HCP and 5+ ♠'s

= Ghestem at least 5-5 in ♣'s and ♦'s

= Ghestem at least 5-5 in ♦'s and ♠'s

= 6-14 HCP and 6+ ♦'s

= Ghestem at least 5-5 in ♣'s and ♠'s

= Spare Bid?

= To play

(2♠)-	= Assumes Opposition have ♠'s
—X-	= 15+ HCP or 6-14 HCP with 6+ ♣'s
—2NT-	= 0-7 HCP
—3♣	= 6-14 HCP with 6+ ♣'s
—3♦	= 15+ HCP and 5+ ♦'s
—3♥	= 15+ HCP and 5+ ♥'s
—3♠-	= 15+ HCP, minor-balanced and asking for a ♠ stop
—3NT	= Confirms a ♠ stop
—4♣	= Denies a ♠ stop
—3NT	= 21+ HCP, minor-balanced with ♠ stop (S & T apply)
—3♣-	= 8-11 HCP (GF unless Partner bids 4♣)
—3♦	= 15+ HCP and 5+ ♦'s
—3♥	= 15+ HCP and 5+ ♥'s
—3♠-	= 15+ HCP, minor-balanced and asking for a ♠ stop
—3NT	= Confirms a ♠ stop
—4♣	= Denies a ♠ stop
—3NT	= 15+ HCP, minor-balanced with ♠ stop (S & T apply)
—4♣	= 6-14 HCP with 6+ ♣'s
—3♦-	= 12+ HCP (GF)
—3♥	= 15+ HCP and 5+ ♥'s
—3♠-	= 15+ HCP, minor-balanced and asking for a ♠ stop
—3NT	= confirms a ♠ stop
—4♣	= Denies a ♠ stop
—2NT	= Ghestem at least 5-5 in ♣'s and ♦'s
—3♣	= Ghestem at least 5-5 in ♦'s and ♥'s
—3♦	= 6-14 HCP and 6+ ♦'s
—3♥	= 6-14 HCP and 5+ ♥'s
—3♠	= Ghestem at least 5-5 in ♣'s and ♥'s
—3NT	= To play

Defensive bids

Simple suit overcall of a suit-	= 6-10 HCP and 5+ suit
Suit overcall of 1NT-	= Pinpoint ASTRO
Jump Overcall of a suit-	= Weak to intermediate: 10-14 HCP and 6+ suit
Cue Bid of Opp ⁿ suit-	= Ghestem
Bid of Opp ⁿ suit after Partner has bid-	= Unassuming Cue Bid asking partner if a stop is held in the Opp ⁿ suit - NT response = a stop - Next suit up = denial of a stop
1NT overcall of Opp ⁿ suit-	= 15+ HCP and control in Opp ⁿ bid suit
2NT overcall of Opp ⁿ suit-	= Ghestem
Opp ⁿ bid strong 1♣-	Same as natural 1♣ opening bid
Opp ⁿ 2 bid-	Extended Ghestem
Opp ⁿ weak 3 bid-	X = take out Suit = < 14 HCP and 6+ suit 3NT = to play
Opp ⁿ 4 bids-	X = optional 4NT = ♣'s and ♦'s
Opp ⁿ multi 2♦ bid-	Where possible Extended Ghestem bids are employed otherwise immediate interventions are natural and weak and delayed interventions are natural and strong

Opening Leads

Against suit contracts 3rd & 5th

<u>AK</u>	<u>AK</u> x	<u>KQ</u> 10	<u>KQ</u> x	KJ <u>10</u>
K10 <u>9</u>	<u>QJ</u> 10	<u>QJ</u> x	J10 <u>x</u>	10x <u>x</u>
109 <u>x</u>	98 <u>7</u> x	10x <u>x</u> x	Hxxx <u>x</u>	Hxxx <u>x</u> x
Hx <u>x</u> x	Hx <u>x</u>	<u>x</u> x	xx <u>x</u>	xx <u>x</u> x

Against NT contracts 3rd & 5th

<u>AK</u> x	AJ <u>10</u> x	<u>KQ</u> 10	<u>KQ</u> x	KJ <u>10</u>
K10 <u>9</u>	<u>KQ</u> 109	QJ <u>x</u>	J10 <u>x</u>	10x <u>x</u>
10x <u>x</u> x	109 <u>x</u>	98 <u>7</u> x	Hx <u>x</u>	Hxxx <u>x</u> x
Hxxx <u>x</u>	Hx <u>x</u> x	<u>x</u> x	xx <u>x</u>	xx <u>x</u> x

Carding methods

On Partner's lead in suit contract: Inverse Attitude

Low card = Encouragement
 High card = Discouragement

On Partner's OPENING lead in NT: Inverse Natural Count else Inverse Attitude

Low card = Even
 High card = Odd
 Examples- 4 then 3 or 2 = ODD, similarly 8 then 6 = ODD
 7 then 8 or 9 = EVEN, similarly 4 then 5 = EVEN

Discards

Discards are Odd-Even- Odd = that suit (subsequent lower odd card of the same suit negates the request)

Even = 2 or 4 requests the lower of the other suits
 = 6-8-10 requests the higher of the other suits

Continuation of 'controlled' suit- High = higher of the non-trump suits
 Low = lower of the non-trump suits

On Oppⁿ lead- High = preference for the lower of the non-trump suits
 Low = preference for the higher of the non-trump suits

Summary of bids associated with 4-4-4-1 opening hands

Points	Bids					Singleton
11 - 20	1♦	1♥	1♠	1NT	2♣	♦
11 - 20	1♦	1♥	1♠	1NT	2♦	♥
11 - 20	1♦	1♥	1♠	1NT	2♥	♠
11 - 20	1♦	1♥	1♠	1NT	2♠	♣
21+	1♦	1♥	2♥	2♠	2NT	♣
21+	1♦	1♥	2♥	2♠	3♣	♦
21+	1♦	1♥	2♥	2♠	3♦	♥
21+	1♦	1♥	2♥	2♠	3♥	♠
11 - 16	1♦	1♠	2♥	2♠	2NT	♣
11 - 16	1♦	1♠	2♥	2♠	3♣	♦
11 - 16	1♦	1♠	2♥	2♠	3♦	♥
11 - 16	1♦	1♠	2♥	2♠	3♥	♠
17 - 20	1♦	1♠	2♠	2NT	3♣	♦
17 - 20	1♦	1♠	2♠	2NT	3♦	♥
17 - 20	1♦	1♠	2♠	2NT	3♥	♠
17 - 20	1♦	1♠	2♠	2NT	3♠	♣
21+	1♦	1♠	2NT	3♣	3♦	♥
21+	1♦	1♠	2NT	3♣	3♥	♠
21+	1♦	1♠	2NT	3♣	3♠	♣
21+	1♦	1♠	2NT	3♣	3NT	♦
11 - 14	1♦	1NT	2♥	2♠	2NT	♣
11 - 14	1♦	1NT	2♥	2♠	3♣	♦
11 - 14	1♦	1NT	2♥	2♠	3♦	♥
11 - 14	1♦	1NT	2♥	2♠	3♥	♠
15 - 16	1♦	1NT	2♠	2NT	3♣	♦
15 - 16	1♦	1NT	2♠	2NT	3♦	♥
15 - 16	1♦	1NT	2♠	2NT	3♥	♠
15 - 16	1♦	1NT	2♠	2NT	3♠	♣
17 - 20	1♦	1NT	3♣	3♦	3♥	♠
17 - 20	1♦	1NT	3♣	3♦	3♠	♣
17 - 20	1♦	1NT	3♣	3♦	3NT	♦
17 - 20	1♦	1NT	3♣	3♦	4♣	♥
21+	1♦	1NT	3♦	3♥	3♠	♣
21+	1♦	1NT	3♦	3♥	3NT	♦
21+	1♦	1NT	3♦	3♥	4♣	♥
21+	1♦	1NT	3♦	3♥	4♦	♠